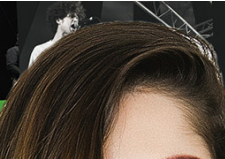


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ISSUE 86 • FREE

# ENTRE

# #86 JACQUELINE

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MASTODON, CREEPER, BLOOD YOUTH,  
ALLUSONDRUGS AND MORE

### ALSO

MASS EFFECT: ANDROMEDA,  
BESERK AND THE BAND OF THE HAWK,  
TORMENT: TIDES OF NUMENERA  
NIER: AUTOMATA AND MORE

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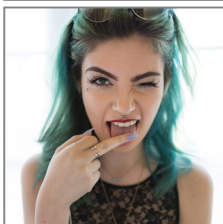
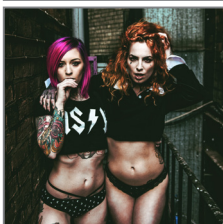
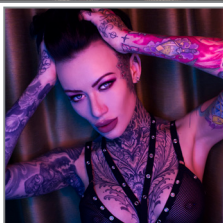
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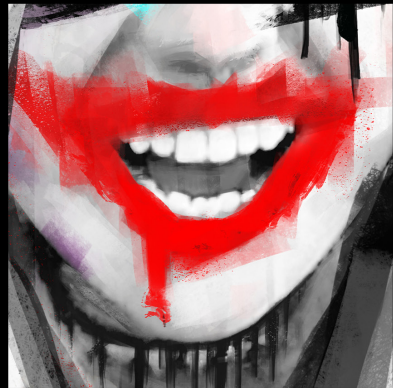
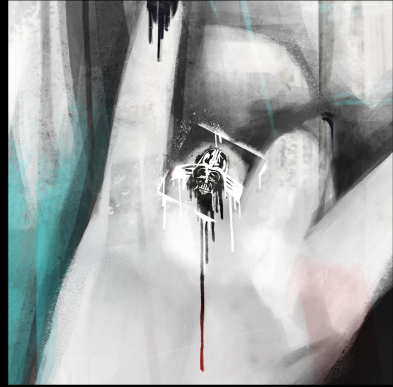
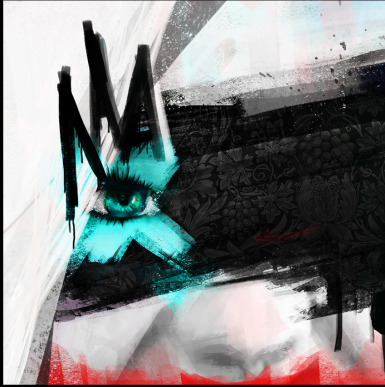
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Photographer: Tripodski

# NICOLA PAPARAZZO



**Hey Nicola! Welcome to Elite, tell us a bit about yourself:** I'm originally from Belfast, Northern Ireland. I love speaking my mind, r'n'b music, rum and adventures. I hate noisy eaters, ignorance and disrespectful people.

**What was it like to work with the photographer on this shoot?** Amazing, I had worked with Tripodski before, a few years ago so it was lovely to catch up with him again.

**What was your favourite part of the shoot?** We took a photo of Tripodski and used an app to make it look like he was naked. That was a highlight!

**What's your favourite part of your body and why?** My eyes, as they change colour depending on the light, although I have just had a cracking tattoo done on my leg by Adam Griffiths at Idol Hand tattoo studio in Liverpool that I can't stop looking at so for the moment my leg might've taken the top spot!

**On a scale of one to ten, how good looking are you?** I'd say a 7 on a good day.

**WHAT'S A  
GUARANTEED TURN  
ON FOR YOU? A WELL  
GROOMED BEARD!**









**WHAT DO YOU  
LIKE MOST  
ABOUT ELITE?**

**I LOVE THAT IT  
CELEBRATES SO  
MANY DIFFERENT  
TYPES OF WOMEN  
AND INTRODUCES  
ME TO FASHION  
BRANDS I MAY  
NOT OF NOTICED  
BEFORE. THERE'S  
SO MANY UP AND  
COMING BRANDS  
IT CAN BE HARD  
TO KEEP TRACK  
OF THEM ALL**



**If you could model for any brand, product or company, which would it be and why?** My Common Goods are an amazing brand, all of their stuff is really comfortable to wear while still being on trend and it's great quality. I practically LIVE in their hoodies! Also I love Lovesick London as I've followed their journey from the beginning and adore their style, all their pieces are awesome.

**You're hosting an Elite sponsored jelly wrestling competition. Which four celebrity combatants will you book and why?** Johnny Depp, Rihanna and Chris Brown, simply because I can't think of any other celebs I'd rather roll around in jelly with. Oh, and Alan Partridge, simply for the comedy value of him narrating it as we go along.

**What's your favourite song currently?** Back to sleep by Chris Brown

**Describe your perfect photoshoot:** Maltesers to snack on, rum on tap, nineties r'n'b playing, interesting location and a laidback, a funny photographer that knows what they're doing and how to create some amazing images!

**How do you stay in such modelly perfect shape? Exercise? Diet? Good genes? Or luck?** Haha, I'd have to put it down to good genes/ luck really as I can't remember the last time I visited a gym and I'm the first to admit, extreme sports, dancing and sex aside, I'm not all that interested in exercise!.





**What would you like Elite readers to take away from your pictures in our illustrious mag?**

Me! Take me away! Print me out, cut me out and take me on day trips/holiday with you, posing in various places around the world and send me the pics!





**Finally, is there anything you would like to say to the Elite Readers?** Yes, firstly thank you for taking the time to read all this and your continued support and if you would like to see more of me please follow me on Instagram @NicolaPaparazzo or Twitter @Nicolapapyoung and keep up to date with what I'm up to.

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# Becky



# Holt Is Back

Photographer: ATOM Creative





---

**Hey! Welcome to Elite, tell us a bit about yourself:** Well this will be my third appearance in Elite! I thought you would be bored of seeing me haha! For anyone who has missed me from previous editions, I'm Becky, I'm a tattoo shop owner and I do a bit of modelling part time. I had retired but people keep booking me and I can't say no!

**What was it like to work with the photographer on this shoot?** Ive known ATOM for years, so it was awesome to finally get to shoot together. The location was amazing, one of the poshest hotels I've had the pleasure of staying in.





Photographer: ATOM Creative

WHAT WAS YOUR FAVOURITE PART OF THE SHOOT? I LOVED THE BATH SHOOT, EVEN THOUGH MY BATH BOMB LOOKED LIKE I WAS BATHING IN RAMEN BROTH. IT ACTUALLY SMELT DELICIOUS! ANYONE WHO KNOWS ME KNOWS I'M PART MERMAID AND I SPEND LOTS OF TIME IN THE BATH.





You're hosting an Elite sponsored jelly wrestling competition. Which four celebrity combatants will you book and why? Why not just get all of your cover models together and just have the best time EVER! That means I can come along too since I have graced your cover... haha.



---

**What's your favourite part of your body and why?** I really love my legs and bum. Not just because they are completely tattooed, but because they are a good shape, nice and slim!

**On a scale of one to ten, how good looking are you?** Eleven obviously.



**If you could model for any brand, product or company, which would it be and why?** I'd love to model for Illamsqua. They are one of the most beautiful creative brands in beauty and I love all their products!

**What's your favourite song currently?** I don't have a fave song, I have a favourite mix and it's the Tulum Boiler Room mix by Solomun.

**What would you like Elite readers to take away from your pictures in our illustrious mag?** That Elite are fucking awesome... obviously.

**What's a guaranteed turn on for you?** Confidence... not arrogance.

**Describe your perfect photoshoot:** Take me to the Maldives or somewhere tropical so I can bask in the sun all day drinking cocktails and swimming with the fishes and turtles.

**How do you stay in such modelly perfect shape?** Exercise? Diet? Good genes? Or luck? Just luck. I don't go to the gym, I tend to eat healthily most of the time.

**What do you like most about Elite?** All the girls, all the boobs!!







**FINALLY, IS THERE ANYTHING YOU WOULD LIKE TO SAY TO THE ELITE READERS? HOPE YOU ENJOYED MY FEATURE. I'M GOING TO BE LEARNING TO TATTOO THIS YEAR SO KEEP YOUR EYES PEELED FOR MORE ON THAT THIS YEAR!**







#STINKFACE

# TIFFANY HUNT

Photographer: Chris Beasley



**HEY TIFFANY! WELCOME TO ELITE, TELL US A BIT ABOUT YOURSELF: HELLO THANK YOU FOR HAVING ME! IN A NUTSHELL I'M A FINE ARTIST WHO ENJOYS BINGE WATCHING TV SHOWS AND EATING VAST AMOUNTS OF FOOD!**

**What was it like to work with the photographer on this shoot?** Amazing! Can't believe Dave Grohl took pictures of little old me...just kidding ATOM is a very talented Photographer!

**What was your favourite part of the shoot?** Getting to meet everyone on set was lovely!

**What's your favourite part of your body and why?** Hmm... I'm probably going to have to say my boobs, It's been a long journey to finally learning self acceptance. I've finally learned to love my little amigos!

**What was it like working with Laika?** She's so bubbly and lovely!

**What is your favourite thing about her?** I'm pretty jealous of her bum to be honest!

**On a scale of one to ten, how good looking are you?** To quote Zach Galifianakis "to certain people I am probably a one, and then to other people I'm a strong two".

**Photographer:** Chris Beasley







You're hosting an Elite sponsored jelly wrestling competition. Which four celebrity combatants will you book and why? Cole Sprouse, Mathew Gray Gubler... just because I'm a sad fan girl and I'm low key in love with the two of them! Also Emelia Clarke and Megan Fox... I don't think I need to explain why!



**If you could model for any brand, product or company, which would it be and why?**

Oh probably Dollskill. I adore their clothing and shoe line it's to die for!

**What's your favourite song currently?**

A bit of a throwback but the song I'm currently butchering in the shower is Robyn - Dancing on my own!

**What would you like Elite readers to take away from your pictures in our illustrious mag?**

Body confidence! Love your body you only get one!

**What's a guaranteed turn on for you?**

A takeaway! Specifically a *Five Guys* bacon cheese burger with mushrooms and mayonnaise haha!

**Describe your perfect photoshoot:**

Great people and a good makeup day!

**How do you stay in such modelly perfect shape?**

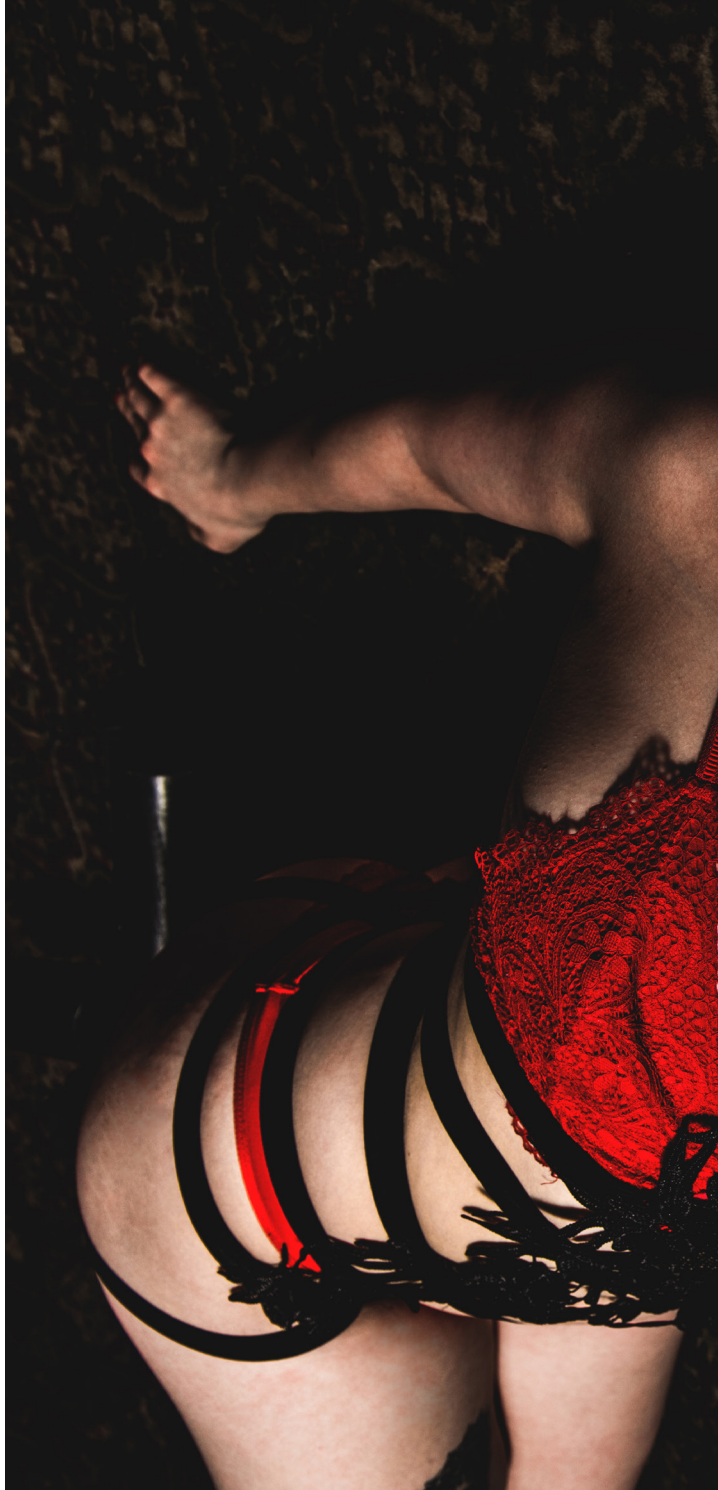
**Exercise? Diet? Good genes?**

**Or luck?** Well I like to stick to a strict diet of McDonald's and chocolate, so you could say diet with the combination of exercise if you include the walk to McDonald's also!

**What do you like most about Elite?**

It's filled with enough girl crushes to last a lifetime!


**Photographer:** Chris Beasley











**FINALLY, IS THERE  
ANYTHING YOU  
WOULD LIKE TO  
SAY TO THE ELITE  
READERS? "DO OR  
DO NOT, THERE IS  
NO TRY".**



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Photographer:

Photographer: Stephanie Jo Storer

# AISLING DEE

WILL MAKE YOU FEEL BETTER!



Chris Bessley

**Hey! Welcome to Elite, tell us a bit about yourself:**

Hi! Well my name is pronounced *ash-ling* so I thought I'd just start there and help you all out with the pronunciation! I like food, I know people say they like food a lot, but I cook and bake a lot, so there's always treats in my kitchen! I'm 26 and get asked about school so I guess I'm a vampire.

**What was it like to work with the photographer on this shoot?**

I've worked with Steph a lot, we first met at a group shoot (I think) and have done a few bits and bobs there, she's a real nice girl and I'm glad I've just moved 15 minutes from her!





Photographer: Stephanie Jo Storer



**What was your favourite part of the shoot?** The fact I got to dress up, I love dressing up in costumes, makes a change from just being in pants all the time.

**What's your favourite part of your body and why?** I'm gonna say my bum even with it's stretch marks, I have a proper pear shaped mum-bod, I just make sure I'm always hiding the wobbly bits.

**On a scale of one to ten, how good looking are you?** Is this with or without makeup...?

**If you could model for any brand, product or company, which would it be and why?** Bandai, they make the best toys and I could be surrounded by Sailor Moon merch.

**Photographer: Stephanie Jo Storer**





**WHAT'S A GUARANTEED TURN ON FOR YOU? HAVING A HOME COOKED MEAL, AND A MASSAGE, BASIC BUT IT WORKS.**











Photographer: Stephanie Jo Storer

**You're hosting an Elite sponsored jelly wrestling competition. Which four celebrity combatants will you book and why?** I'm gonna go with a male jelly wrestling competition, can I choose characters? Logan (Wolverine), The Joker (Batman), Ghostface (Scream), Seth Rogen (I'm pretty sure he just plays himself in every film he's in). This would be a rather comical watch.

**What's your favourite song currently?** I've never really had a favourite song or band, so I can't pin point one song unfortunately! I love singing along to (one of those) crazy girls by Paramore, does that count?

**What would you like Elite readers to take away from your pictures in our illustrious mag?** I'd like to make them all feel better, because I'm a nurse duh.

**Describe your perfect photoshoot:** Surrounded by unicorns, rainbows and cake.

**How do you stay in such modelly perfect shape? Exercise? Diet? Good genes? Or luck?** I don't diet or exercise, but I guess I could slip in that I'm vegan here right ha.

**What do you like most about Elite?** The people behind and who work with Elite are great, so friendly!

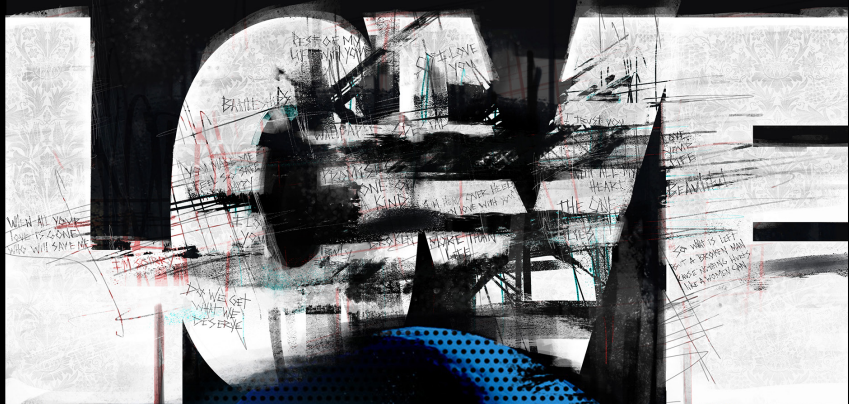


Photographer: Stephanie Jo Storer



**Finally, is there anything you would like to say to the Elite Readers?** Well I hope you enjoy my article and Stephanie's Photos! I want to write something motivational but that's super cheesy, stand up for yourself and be kind, something like that!





KISS

STINKFACE #

# CHLOE & LAIKA

Photographer: Chris Beasley



**Hey Chloe! What was it like to work with the photographer on this shoot?** I've worked with Chris a fair few times previously and adore his work completely. We just bounce off each other and work to super speedy levels, so it was an honour to work with him for this shoot. The best man for the job.

**What was your favourite part of the shoot?** Ha! It was all fucking epic, both Laika and Tiffany are awesome ladies, first time I had the pleasure of meeting and working with them - better not be the last! And I didn't fall over once during the shoot. Elite must be good for me.

**What's your favourite part of your body and why?** My favourite part? My face. Because it's the first thing anyone sees, and I have a pretty expressive one. With a big smile. And Celtic green eyes. My boobs are alright too.

**If you could model for brand, product or company, which would it be and why?** Any animal friendly tattoo products, or brands would be amazing. I don't really wear clothes per say, very much a naked wanderer! Love Killstar Clothing though... and The Killing Tree, Pretty Deviant Clothing, Black Milk, Dollskill, all awesome brands that I'd be willing to shimmy in to and do a number in.





**WHAT'S A GUARANTEED TURN ON FOR YOU? MASSIVE GEEKS AND ALTERNATIVE MUSIC LOVERS. BIG TURN ONS FOR ME.**



**What's your favourite song currently?**

Oh man. Can I choose a favourite album instead? Daybreaker by Architects. But song? Just one? Love Parkway Drive - Wild Eyes. Fucking awesome tunage.

**On a scale of one to ten, how good looking are you?** A 5. Beauty is in the eye of the beholder, people may or may not find me attractive. To me, I'm average. And I'm totally cool with that!

**What was it like to work with Laika?**

That gorgeous pink haired soul? Well. For one, having seen her previous work and falling in love with her grungy, sexy style, I knew we'd work well together in front of the camera. As a person, Laika is an absolute beauty. I don't think I stopped laughing or smiling around her, think I might have developed quite the major girl crush on this one! And she has the most beautiful butt I have ever laid eyes on (and possibly a cheeky hand whilst shooting).

**You're hosting an Elite sponsored Jelly wrestling competition. Which four celebrity combatants will you book and why?** Haha! This is an excellent question. So my first choice would be the comedian Billy Bailey, because he's fucking hilarious and would be a sight covered in jelly; Kat Von D, the tattoo artist, because she would kick ass; Pamela Anderson, because she makes me laugh; and Johnny Depp, as he's spot on. And quite pretty. A weird group but highly entertaining I think.

**What would you like Elite readers to take away from your pictures in our illustrious mag?** Anything that grabs them I suppose. Hopefully a new found appreciation for tattooed rock chicks, the Beasleys immense talent as a photographer and how awesome the mag is!





**Describe your perfect photo shoot:**

Perfect shoot would be a mix of explosive artistic connections, amazing ideas and concepts, gritty imagery, metal music being played loud, shooting stills and video. A creative, moody mess.

**How do you stay in modelly perfect shape. Exercise? Diet? Good genes?**

Luck? I occasionally do yoga, running and eat properly (most of the time). And dance around like a maniac often too. Must be doing something right.

**What do you like most about Elite?**

Elite is a sexy visual feast, an opportunity for beautiful women to express themselves and a chance for people to get to know them personality wise a wee bit. It's an excellent mix of the raunchy and the cool. We like Elite. A lot.

---

Photographer: Chris Beasley

**FINALLY, IS THERE  
ANYTHING YOU  
WOULD LIKE TO  
SAY TO THE ELITE  
READERS? STAY  
GOLD MY DEARS,  
STAY GOLD.**



**HEY LAIKA! WHAT WAS IT LIKE TO WORK WITH THE PHOTOGRAPHER ON THIS SHOOT? IT'S ALWAYS AMAZING WORKING WITH CHRIS! HE'S MY FAVOURITE!**

**You're hosting an Elite sponsored jelly wrestling competition. Which four celebrity combatants will you book and why?** I get to join in, right? Rihanna, Ashley Martelle, Apphia Rayne (PhiPhiBB from Yntendo) and Rebecca Fox. Purely because they're all stunning and I'd love to see them jelly wrestling! Haha.

**What was your favourite part of the shoot?** Probably having to climb out of the smallest window to get to the dodgy balcony that's in the photos!

**What was it like to work with Chloe?** She's honestly amazing. So expressive and she's not scared to pull some fierce moves to get the best photo!





**What's your favourite part of your body and why?**  
I kinda like my eyes... they're green with wee brown dots!

**On a scale of one to ten, how good looking are you?**  
Haha no way! I'm a strong 3 for sure! :P

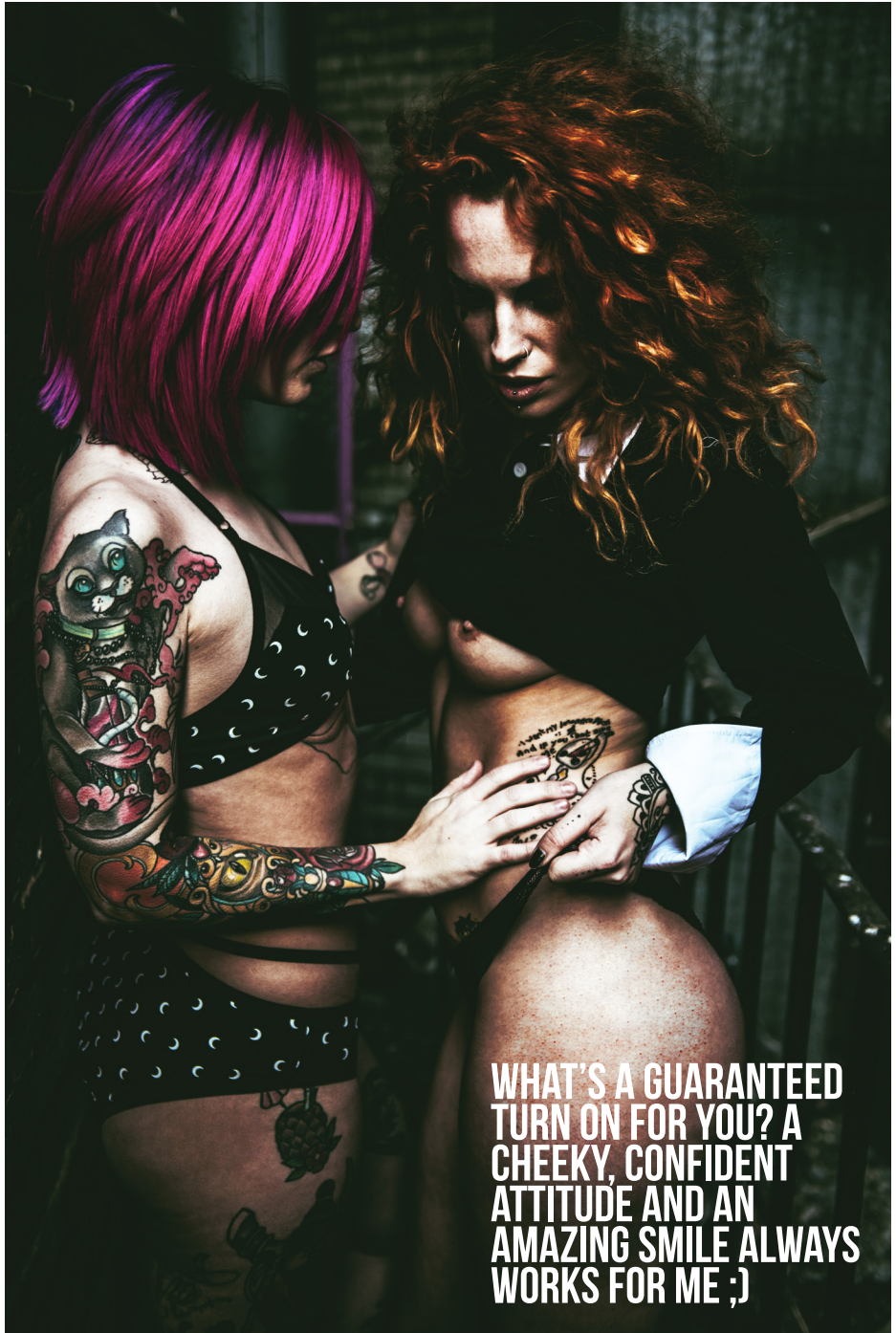
**If you could model for any brand, product or company, which would it be and why?** Malice Clothing! I've already been lucky enough to model their pieces and even had something custom made for me!

**What's your favourite song currently?** This Could be Heartbreak - The Amity Affliction.

**Describe your perfect photoshoot:** A big group shoot somewhere hot and sunny!

**How do you stay in such modelly perfect shape?** Exercise?  
**Diet?** Good genes?  
**Or luck?** Haha, lots of photoshop! :)

**What do you like most about Elite?** I always have the most fun working with you guys, it's so chilled!



**WHAT'S A GUARANTEED  
TURN ON FOR YOU? A  
CHEEKY, CONFIDENT  
ATTITUDE AND AN  
AMAZING SMILE ALWAYS  
WORKS FOR ME ;)**

**FINALLY, IS THERE  
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LIKE TO SAY TO THE ELITE  
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# Tatiana

Photographer: Mike White





**Hey Tatiana! Welcome to Elite, tell us a bit about yourself:** Hi! I'm a northerner living in the south, I'm really arty but also love science - those are my fave things... along with pizza.

**What was it like to work with the photographer on this shoot?** I had so much fun! Mikewas awesome, too.

**What was your favourite part of the shoot?** I loved the fact that it was so relaxed and I could just be in my natural element. The shoot felt really cosy.

**What's your favourite part of your body and why?** I'd say my waist, most exercise I do is concentrated on that area!





**YOU'RE HOSTING AN ELITE SPONSORED JELLY WRESTLING COMPETITION. WHICH FOUR CELEBRITY COMBATANTS WILL YOU BOOK AND WHY? OLI SYKES... WE KNOW WHY. ARIANNA GRANDE CAUSE SHE IS MY GIRL CRUSH. RIHANNA, SECOND GIRL CRUSH. DRAKE, HE'D ADD SOME EMOTIONAL FLAVOUR.**



Photographer: Mike White

**WHAT'S A GUARANTEED TURN  
ON FOR YOU? MAKE ME LAUGH!**







**On a scale of one to ten, how good looking are you?** Depends on how drunk I am.

**If you could model for any brand, product or company, which would it be and why?** Dropdead- cause which alternative girl doesn't have heart eyes for Oli Sykes?

**What's your favourite song currently?** Gum by Moose Blood.

**What would you like Elite readers to take away from your pictures in our illustrious mag?** To appreciate the amazing photography, it's an art!

**Describe your perfect photoshoot:** Being surrounded by neon lights in a huge city at night. I love neon lights.

**How do you stay in such modelly perfect shape? Exercise? Diet? Good genes? Or luck?** I just maintain a balanced diet and go to the gym every so often.



Photographer: Mike White

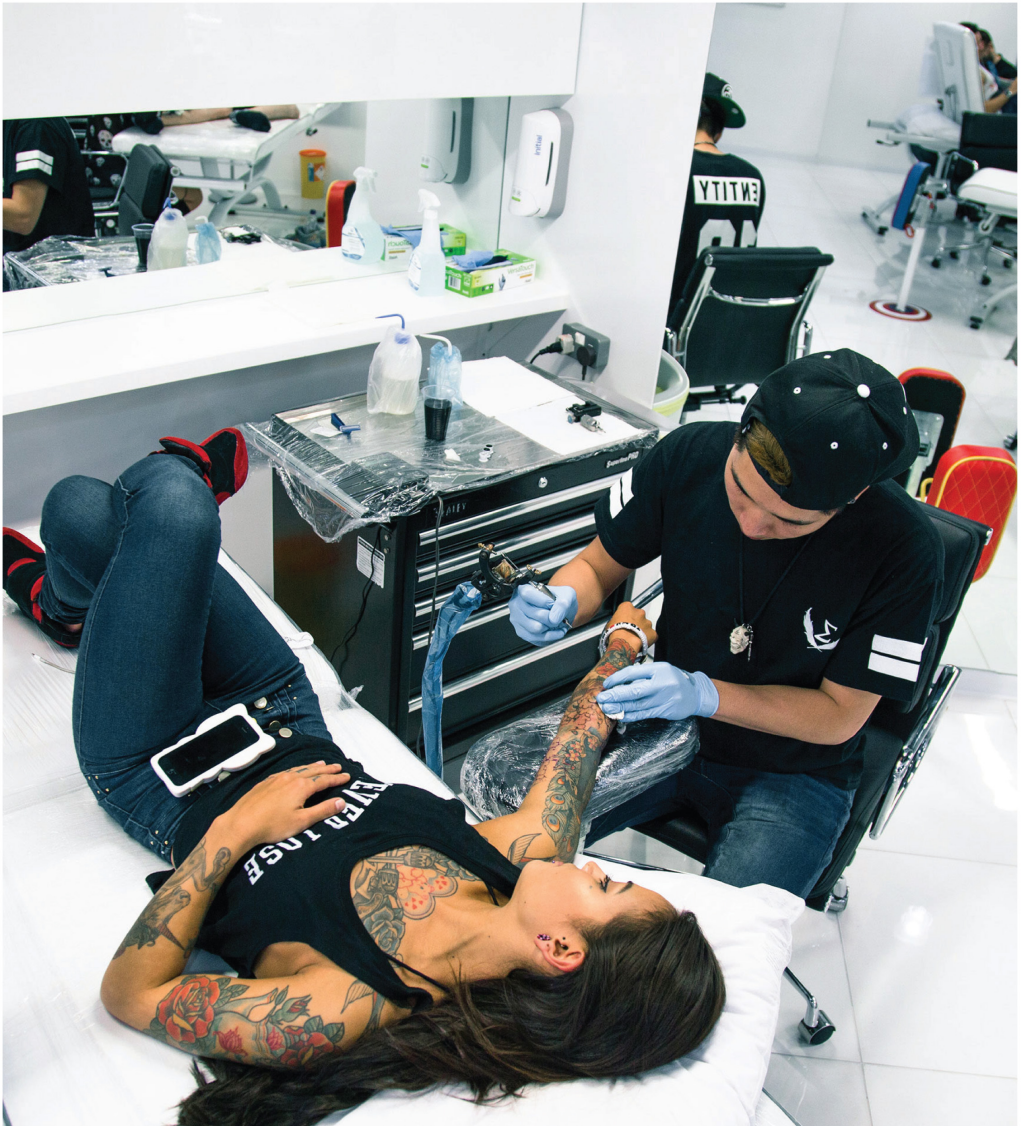
**WHAT DO YOU LIKE MOST ABOUT ELITE?** I LOVE HOW EVERY MODEL IN ELITE IS SO DIFFERENT IN MANY WAYS, I HAVE HUGE GIRL CRUSHES ON THEM ALL.



Photographer: Mike White

**FINALLY, IS  
THERE ANYTHING  
YOU WOULD LIKE  
TO SAY TO THE  
ELITE READERS?  
THANKS FOR  
READING,  
LOVELIES!**





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# Jacqueline

Photographer: Kalinca



**Welcome Jacqueline, how are you?** I'm fine... super excited for this cover!

**Seriously though, we're so thrilled to have you in Elite. Did you have fun shooting for us?** Sure, a lot! I always have fun in photos, but doing "different" and more daring photosets is always cooler!Haha.

**What is like to grace our cover for the first time?** I've always seen many models that I admire on the cover and being on it now is incredible!

**What was it like to shoot with Kalinca?** I can't describe her, just to say that I would like to put her in my pocket and take her everywhere to shoot me forever! She's the cutest and super professional!

**You always seem so effortless on camera, is it hard reinventing yourself for new features?** It's great to know you think this! Haha. At the beginning of the sets it's kinda easy, but then the ideas disappear and I think 'where do I put that hand? What do I do now? Oh, I don't know what else to do!' Haha. But yes, it's difficult, but I like to follow many models and photographers and I get references of everything that has my style and I put a little of each one in the sets!

**So you seem to be traveling everywhere these days... where has been your favourite place?** I would love to travel much more, but unfortunately traveling from Brazil to any country is very expensive... I'm planning to travel more this year, but I sure need to go back to LA and Las Vegas!

**What are your hobbies?** I think my followers can imagine my hobbies by my posts and tattoos... I love movies, I'm very fan of hard rock bands and I'm a consumerist! VERY MUCH!

**You are without a doubt one of the most amazing people we have met! Have you always thought you wanted to model or did it just happen?** Aww you're so sweet! Thanks! But yes, I always wanted to be a model! I made my first book at 8 years and model/mannequin course at 15! But I knew because of my height (I am 1.60cm- almost 5,3") I couldn't do much modeling and I always liked tattoos... After I started getting the tattoos, many friends came to me or commented in my photos that I had "SG style" and after a while, I decided to shoot a set and I'm here! It was the best thing I did in life! Haha.





**YOU HAVE ONE OF THE BEST BUMS GOING! WHAT IS YOUR PERSONAL FAVE BODY PART? WOW, I LIKE MY BUM, BUT I LOVE MY HANDS! HAHA.**











Someone once asked me to describe “beautiful” in one word and I said Jacqueline. You’re a definite icon of just general amazingness too. Do you see yourself as an amazing person? WHAT haha omg! thank you, really! I understand this in many ways, I consider myself more beautiful and amazing for being friendly, sincere, funny and communicative... than just beautiful for my face or body. I always talk to the younger girls and especially to those I recruit for SG, to be themselves and not want to be like other people... that if they want to do surgery, that they do it for themselves, for self esteem and not because someone else did, you know?! With the internet, I see a lot of this... people becoming more insecure and unhappy trying to be the same as others and this is not cool! We are all beautiful and amazing!

Photographer: Kalinca



**INSPIRATION IS IMPORTANT TO YOU, BE IT MUSIC, FILM OR BOOKS. WHAT IS INSPIRING YOU AT THE MOMENT? THESE THINGS HAVE ALWAYS INSPIRED ME AND NOT ONLY NOW...MY STYLE OF DRESSING IN THE DAY TO DAY OR IN PHOTOS COMES FROM ALL THIS... OF BANDS AND MOVIES I ALWAYS LIKED!**



**Every time of the year seems exciting for you. You're always up to something. When is your chill time and what do you get up to?** Wow, I almost never have chill time! I'm a Virgo (haha) so I work all the time... I have a terrible defect that I think nobody does my things and my work better than myself...haha. Btw, I'm married and I'm very obsessed with cleaning and having the house organized... and then, MAYBE I can relax! But I really like going to restaurants or bars! I love meeting new places and trying different foods and beers!

**Something you wear with aplomb is your tattoos. We bet you are starting to put together quite a collection. What is your favourite piece?** I love all my tattoos, really! Today I don't have much space on my body and I will probably have to do laser on some tattoos to "open" space and I can tattoo some more, but then I want to remake them! All of them are about movies, music and bands I like...

**It was clear from your feature you have a great figure! Where does that come from? Do you have to work for it or is it just good jeans/genes?** There is a lot of miscegenation in Brazil and we are all descendants of other peoples/countries! My father's family was from India and my mother, Italy. It must be genes yes... haha... but I feel more confident nowadays. When I was a teenager, I didn't feel like this! I think it's that wine saying, that "the older, the better" or the other "30 is the new 20".

**Are you a homebird or someone that prefers a night on the town?** I like to be alone at home, working and doing my things, quiet, but as I sleep and wake up very late, I'm more willing at night, so I really like to go out to eat or have a beer with my husband and friends!

**Have you got a message for your masses of fans and our lovely Elite readers?** That I'm very grateful for all the affection and support I receive from them everyday and this is very important for me and makes me continue because this shows that I'm doing the right thing! And a message, not only for the girls who are beginning, but for all is: be yourselves and don't be ashamed of it... you don't want to be or have the same things of another person; Conquer your own things with your works, in your way and you'll see that the taste is much better!





**FINALLY, WILL YOU BE COMING BACK TO US SHORTLY AS WE CAN'T GET ENOUGH OF YOU! ABSOLUTELY! HAHA. I HOPE TO GET TO COME TO THE UK IN OCTOBER AFTER PORTUGAL! I CAN'T WAIT FOR THIS! THANK YOU SO MUCH, YOU'RE SO SWEET!!**





Instagram: @jacquelinesuicide  
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Photographer: ATOM Creative

# MISS DEADLY RED





**Hey! Welcome to Elite, tell us a bit about yourself:**

Heya you fabulous Elite kittens and cats! It's super good to be back! For those who haven't seen me in Elite before, I'm a little ginger lady from the south of England, I love eating chinese food and obscure sweets that people only seemed to eat in the 1940s (apart from me) I love black and white films, classic humour and crocheting!

**What was it like to work with the photographer on this shoot?**

It was super fun working with the photographer on this shoot, we spent half the time cranking the best 90s gangsta rap out there and busting out our best moves, of course this is the foundation for any great shoot!

**What was your favourite part of the shoot?**

I'd say trying to create a Vogue-esque version of the YMCA was the best part of the shoot!

**On a scale of one to ten, how good looking are you?**

How good looking I am varies from day to day. One day I would put myself at a sassy 8 feeling great, and then other days I would put myself at a trampy 3, but it mainly depends on if I'm shooting that day or having the best time doing the exciting things in life such as laundry ;) Also like most people, how I feel about myself changes daily, one day I could be happy in my skin and another day I would wonder how I could have so many imperfections!











**IF YOU COULD MODEL FOR ANY BRAND, PRODUCT OR COMPANY, WHICH WOULD IT BE AND WHY?**

**I WOULD LOVE TO MODEL FOR SOME TOP END LINGERIE BRANDS SUCH AS AGENT PROVOCATEUR AS THEIR LINGERIE ALWAYS LOOKS SO DAINY AND THEY DO GET SOME BEAUTIFUL MODELS TO SHOOT IT, BUT ONE DAY I THINK IT WOULD BE AMAZING TO HAVE A BIGGER BUST RANGE WITH A CURVY MODEL!**

Photographer: ATOM Creative



**You're hosting an Elite sponsored jelly wrestling competition. Which celebrity combatants will you book and why? I think Patrick Stewart and William Shatner, it's a trekkies dream!**





**WHAT DO YOU LIKE MOST ABOUT ELITE?** WHAT I LIKE MOST IS PROBABLY HOW LOVELY THE PEOPLE ARE THAT RUN IT, EACH MODEL THAT'S FEATURED GETS MASSIVE AMOUNTS OF LOVE AND SUPPORT BY THE MAGAZINE AND IT'S NOT JUST ABOUT 'BEING FEATURED' IT'S ABOUT BEING PART OF A COMMUNITY.





Photographer: ATOM Creative

**What's your favourite song currently?** My current favourite song at the moment is either, Florida Georgia Line "Cruise" or The Hell "Everybody dies" little bit of a contrast!

**What's a guaranteed turn on for you?** As lame as it sounds is firstly a well fitting smart suit, and mainly just a guy being considerate. There's nothing more romantic than a guy remembering little things you like - bringing a coffee when you're a tad stressed without being asked, running a bath when you've had a hard day, if you're excited about something like getting a fancy new frock or some new makeup, taking an interest even if it's not something he would ordinarily care about, doing little things day to day instead of a big gesture once in a blue moon are the things that are not only a turn on but make you fall in love with them!

**Describe your perfect photoshoot:** My perfect photoshoot would be one that is super relaxed with a bunch of creatives, where you have a day that you can just let loose and try different styles and techniques the more fun you have on shoot the better the photos will be because they have an energy and passion to them!

**How do you stay in such modelly perfect shape? Exercise? Diet? Good genes? Or luck?** I think half of mine is luck and half of it is the type of modeling I do, it's not so much about keeping in 'perfect' shape for me, it's about having those curves that help my work. Obviously I don't go nuts eating 10 pizzas (but I bloody well will have one giant pizza). Also I walk everywhere, usually carrying heavy bags of shooting stuff so I guess that's part of my weight training and cardio for the day ;)





**FINALLY, IS THERE ANYTHING YOU WOULD LIKE TO SAY TO THE ELITE READERS? ALL I CAN SAY IS THAT FIRSTLY IF YOU'VE READ ALL THIS YOU ARE FRIGGIN GREAT, THANK YOU FOR TAKING THE TIME TO READ MY RAMBLINGS. ALSO I THINK YOU'RE ALL FABULOUS AND BEAUTIFUL NEVER FORGET THAT!**







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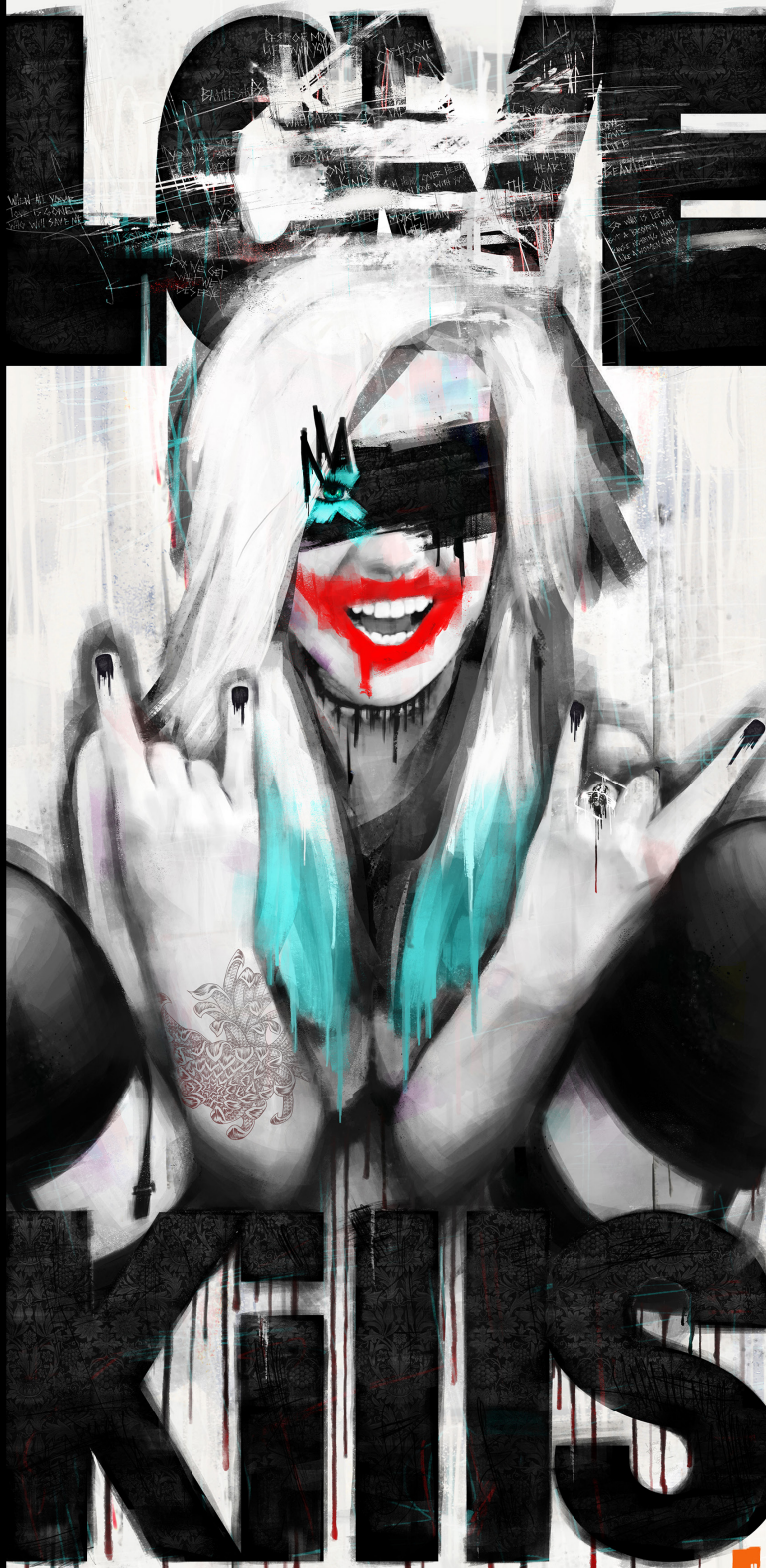
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# GEMMA MAY

Photographer: Tripodski

**Hey Gemma! Welcome to Elite, tell us a bit about yourself:** Yo! What up my glip glops! I am a dorky ginger who likes to doodle, and loves being naked!

**What was it like to work with the photographer on this shoot?** It was great to work with Tripodski. Super fun, and made me feel really comfortable.

**What was your favourite part of the shoot?** Eating cereal and getting naked?







Photographer: Tripodski

**DESCRIBE YOUR PERFECT PHOTOSHOOTS:  
SOMEWHERE WARM. NEED TO GO SOMEWHERE  
NICE AND WARM WHERE I CAN BE ALL NAKED  
AND MY HAIR WILL LOOK LUSH AHH.**







**WHAT'S YOUR  
FAVOURITE PART  
OF YOUR BODY AND  
WHY? MY LEGS! I  
DON'T KNOW, I JUST  
LOVE MY LONG LEGS.**



**On a scale of one to ten, how good looking are you?** A solid 2.

**You're hosting an Elite sponsored jelly wrestling competition. Which three celebrity combatants will you book?**

Can I do a male and a female category for my competition. Well, since I'm hosting, I guess I can! Martin Freeman, Evan Peter's and Jeffery Dean Morgan. Then, Mila Jovovich, Lauren Cohan and Emilia Clarke!

**What's your favourite song currently?** Once in a lifetime - Talking Heads

**What would you like Elite readers to take away from your pictures in our illustrious mag?** WUBBA LUBBA DUB DUBS!!!

**What's a guaranteed turn on for you?** Lick, lickity, lick my balls!

**How do you stay in such modelly perfect shape? Exercise? Diet? Good genes? Or luck?** Luck. All luck.

**What do you like most about Elite?** The amazing creators and beautiful ladies! All so lovely and fun!







**FINALLY, IS THERE ANYTHING  
YOU WOULD LIKE TO SAY TO THE  
ELITE READERS? GET SCHWIFTY  
AND DON'T BREAK AN ARM  
JERKING YOURSELF OFF.**





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# NAYRU &

# VIOLETWOLF

Photographer: Tripodski





**Hi Violet, welcome to Elite! How did you enjoy the shoot?** Shooting with Elite was the best experience I think I've had so far, very chilled, so much fun I would jump at the opportunity to do it again in a heartbeat. This shoot was definitely a dream come true.

**What was it like to work with Tripodski on this shoot?** So amazing and so much fun plus there was a little magic show, Tripodski is such an awesome photographer I hope to work with him again.

**What was it like to work with Nayru?** Nayru is one of my best friends and I've been behind the scenes for some of her shoots as she has mine, it was so much fun to be able to shoot together something we had both wanted to do for some time. So much laughter but amazing photos as well, I would always be honoured to shoot with her.

**What's Nayru's best feature?** Ooh hard question, It's between her eyes and her amazing boobies!

**What's your best feature?** Hmm I'd probably say my eyes or my smile.

**What was the funniest thing to happen at the shoot?** Probably my inability to keep eye contact without bursting out in laughter.





Photographer: Tripodski



What's a guaranteed turn on for you? Lets see, I've always loved the rocker/metal head type of guy (beard and tattoos), but beyond that a deep connection someone who gets my sense of humour and is a little quirky like me.

**Outside of modelling, do you have any other passions?** I mostly draw and paint, I've always been an arty person but I also dabble in some gaming; mostly Sims 4, League of Legends and my new favourite Night in the Woods.

**So how can a guy impress you?** Mostly by being genuine and having a good sense of humour, a bit of quirky weirdness is always good hehe

**Who was your favourite model of 2016?** I've looked up to so many models over the years but I have to say Nayru, I've seen her work and I've been there for some of her shoots and she is amazing

Photographer: Tripodski





**What is the naughtiest thing you've done?**

Ooh hehe naughtiest thing I've done, let me see... definitely naughtier things in my past like when I was little... maybe about 6 I started a collection of keys, I often stole the keys from my mum or my nan. I was mostly interested in the ones I didn't know what they opened haha... needless to say I got told off for this.

**What's the worst idea you have ever had?**

In one of my tattoos I've got the initials of an ex, see if you can spot which one it is.






**Finally, is there anything you would like to say to the Elite readers?** Hi guys it was a dream come true to shoot with Elite, it is something I never thought I would be able to do. I hope you guys like my ramblings and the photos from the shoot, I would love the opportunity to shoot with Elite again and be much more involved if you guys will have me hehe!



**WHAT WAS THE FUNNIEST THING TO HAPPEN AT THE SHOOT? TRIPODSKI'S MAGIC TRICKS, VIOLET LAUGHING EVERY TIME SHE LOOKED AT ME - OR POSSIBLY THE TEAM SINGING AND GIVING US DAVID ATTENBOROUGH STYLE COMMENTARY WHILE WE WERE TRYING TO BE SERIOUS!**





**Hi Nayru, what was it like to work with Tripodski on this shoot?** Amazing! He's always amazing! This time he did some magic tricks for us - I was genuinely amazed like a gullible little kid!

**What was it like to work with Violet?** Amazing and hilarious! She's my best friend, and every time she looked me in the eyes she would burst out laughing - maybe I just have that effect on people?!

**What's Violet's best feature?** That's tough! Obviously her boobs are amazing. But I seriously love her stomach - she has curves while still having a flat stomach somehow. It's perfect!

**What's your best feature?** Boobs. Boobs boobs boobs. Did I mention my boobs?

**Outside of modelling, do you have any other passions?** I'm into gaming and nerdy things! I like playing tabletop games as well and want to get back into painting *Warhammer*, and I'm getting more involved in cosplay as well!

**So how can a guy impress you?** By not being a dick! Just talk to me like a normal human being, be intelligent, have good taste in things.

**Who was your favourite model of 2016?** Stop asking me hard questions! I'm going to say Vanp. She's absolutely amazing, beautiful, so funny and sweet.

**What is the naughtiest thing you've done?** Well that would be telling wouldn't it, I wouldn't want to ruin my good girl image!

**Beards - Yes or No?** No! I don't know why everyone's into them these days. If you have a nice face, why hide it?! And it's just scratchy and bleh. I like pretty boys, not beardy boys.

**What's the worst idea you have ever had?** Oh god! Um... I actually once got engaged to an ex who I'd only been with about 6 months and was constantly arguing with. I got caught up in the moment (and was drunk when he asked!) and said yes, within 2 weeks I realised what a horrible mistake I'd made! Don't get drunk and say yes to proposals, kids!

**Photographer:** Tripodski



**WHAT'S A GUARANTEED TURN-ON FOR YOU?**  
**I'VE ALWAYS BEEN INTO PUNK GUYS.**  
**I SEE A MOHAWK AND I JUST STARE!**



Photographer: Tripodski



FINALLY, IS THERE ANYTHING YOU WOULD LIKE TO SAY TO THE ELITE READERS? I'M JUST SO GLAD TO BE BACK AGAIN, THANK YOU ALL FOR READING MY RAMBLINGS!





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# Blaiizee

Photographer: ATOM Creative

**Hey Blaizee, what was it like to work with the photographer on this shoot?** Such a blast! Enjoyed every second and learnt so much! Really chilled and friendly shoot :)

**What was your favourite part of the shoot?** My favourite part had to be the gorgeous outfits I got to model. Each quite different but loved them all!

**What is your favourite part of your body and why?** My favourite part probably has to be either my legs or tummy, they're my most inked areas and naturally I love the work the artists have created.

---









**YOU'RE HOSTING AN ELITE SPONSORED JELLY WRESTLING COMPETITION. WHICH THREE CELEBRITY COMBATANTS WILL YOU BOOK AND WHY? OK LET'S GET FREAKY AND MIX THINGS UP... SETH ROGAN - BECAUSE WHO CAN'T LOVE THAT GUY WITH HIS PERFECT CURLS? DWAYNE JOHNSON - BECAUSE SEEING HIM WRESTLE IN ANYTHING WOULD MAKE MY DAY! SHELLYDINFERNO - BECAUSE IT WOULD TAKE A BADASS GODDESS LIKE HER TO TAKE ON THE ROCK!**

Photographer: ATOM Creative

What would you like Elite readers to take away from your pictures in our illustrious mag? I would love for them to look at those images and think to themselves, 'what an odd looking little lady, but you know what, she kinda pulls that off' and it inspires them to express their individuality in whichever bizarre and random way they choose.











Photographer: ATOM Creative

**IF YOU COULD MODEL FOR ANY BRAND, PRODUCT OR COMPANY, WHICH WOULD IT BE AND WHY? I WOULD ABSOLUTELY LOVE TO MODEL FOR LOVECHILD BOUDOIR OR ASKASU! THEIR PIECES ARE DEVINE AND LOOK STUNNING ON SOME MANY LADIES, HOW COULD I RESIST!?**

---

**On a scale of one to ten, how good looking are you?** Maybe like a solid 5... haha.

**What's your favourite song currently?** Major Lazer - Believer. It gets me super excited for summer!

**What's a guaranteed turn on for you?** Tattoo covered dog lovers who like old cars and adventures .

**Describe your perfect photoshoot:** Nude somewhere in a gorgeous barn conversion, in front of an open fire surrounded by German shepherds haha!

**How do you stay in such modelly perfect shape? Exercise? Diet? Good genes? Or luck?** I genuinely think it must be luck! Really hope it doesn't run out! Haha.

**What do you like most about Elite?** I love their wide collection of stunning babes and their sexy as hell features!

**Finally, is there anything you would like to say to the Elite Readers?** Elite readers, thank you for your support in making Elite such a success because without you I wouldn't of had the honour of working with such a talented and lovely team. Hope you like the feature and be sure to let me know what you think! Stay freaky <3 Blaizee.







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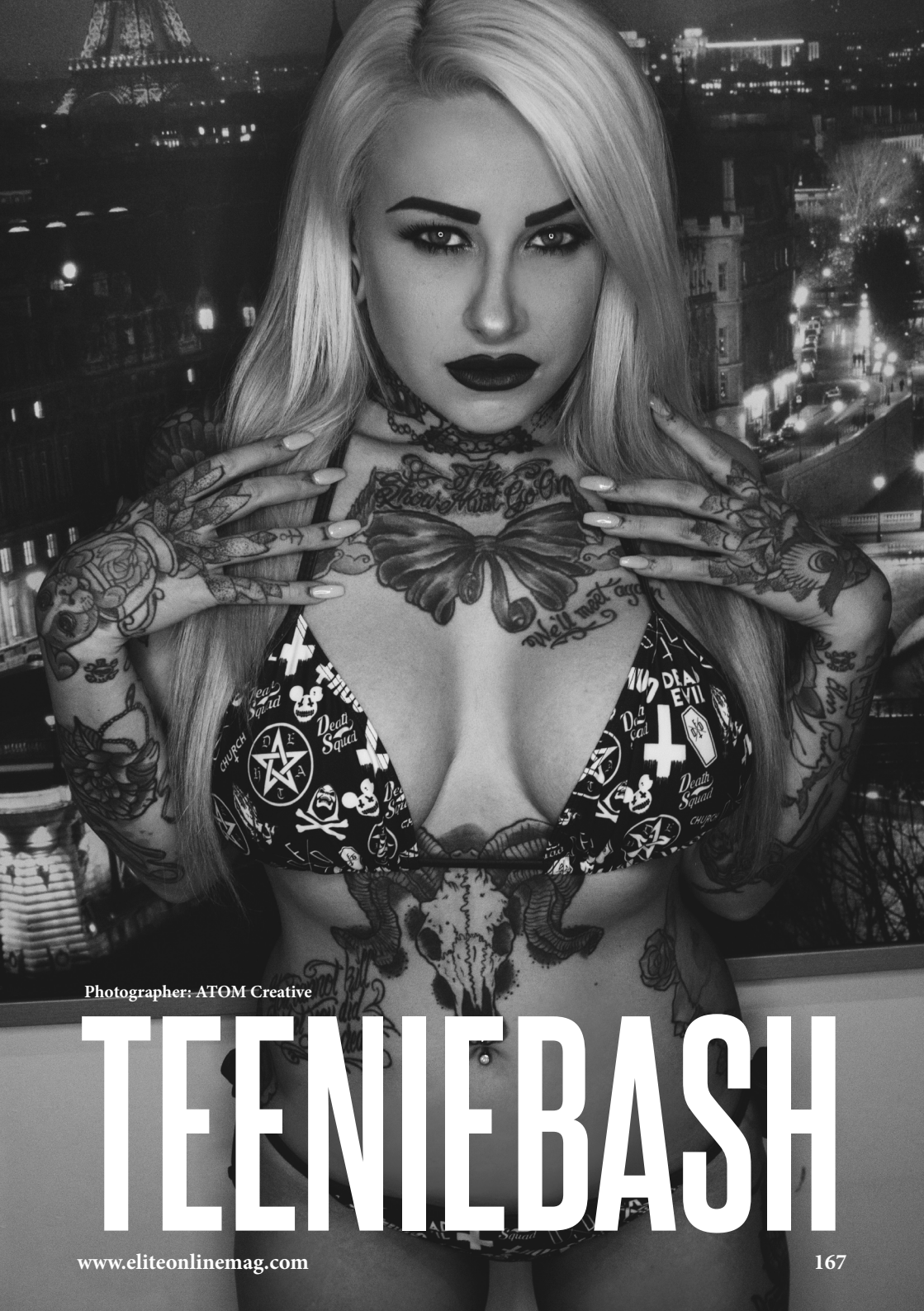


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Photographer: ATOM Creative

# TEENIEBASH



**Hey Teeniebash! What was it like to work with the photographer on this shoot?** I had such good fun! I tend to work quite quickly, but goof around lots too. We had a laugh and got some fab shots. I don't take myself too seriously but still stay professional when I'm working. I would love to work with Elite again.

**What was your favourite part of the shoot?** Working with new people! I loved meeting everyone.

**What's your favourite part of your body and why?** I think my eyes maybe. They are a really greeny blue colour.

**On a scale of one to ten, how good looking are you?** Without makeup? A solid two. With makeup maybe a 6?





**WHAT'S A GUARANTEED TURN ON FOR YOU?  
IF I'M BEING 100% HONEST, IF A GUY CAN COOK/SING.  
I'VE NEVER HAD A BOYFRIEND THAT'S GOOD AT EITHER!**



**WHAT DO YOU LIKE MOST  
ABOUT ELITE? HOW POSITIVE  
AND NICE ALL THE GIRLS  
ARE! GIRL POWER!**





**If you could model for any brand, product or company, which would it be and why?** I have started to do burlesque performances on the side I would love to model some nice big glamorous costumes!

**You're hosting an Elite sponsored jelly wrestling competition. Which four celebrity combatants will you book and why?** Cara Delevingne - She is hilarious and I don't think she would hold back. Jennifer Lawrence - Just doesn't give two hoots. She's really clumsy too so I'm think she would be entertaining. Margot Robbie - I just think she's got a crazy side I'd love to see her in a jelly fight. Mila Kunis. Because... Mila Kunis.

**What's your favourite song currently?** Jailhouse Rock by Elvis.

**What would you like Elite readers to take away from your pictures in our illustrious mag?** I always try and promote body positivity. Don't compare yourself to other girls. I'm no size 8 and I would have never done half of the things I have if I let it bother me! It's not a healthy way to think.

**Describe your perfect photoshoot:** I'd love to say working away in the sun on an island somewhere, but I'd be lying. Turning up in my jammies. Smash the shoot then have a few drinks and some food after. Taking my dog with me of course.

**How do you stay in such modelly perfect shape? Exercise? Diet? Good genes? Or luck?** I go on big dog walks and pole dance, but nothing major. I work too much! I eat pretty good too, but I love being curvy!



**FINALLY, IS THERE  
ANYTHING YOU WOULD  
LIKE TO SAY TO THE  
ELITE READERS?**

**HOPEFULLY YOU WILL  
SEE MORE OF ME IN THE  
FUTURE! YOU NEVER  
KNOW. KEEP A WEE  
EYE OUT. OH! AND STAY  
CLASSY SAN DIEGO.**



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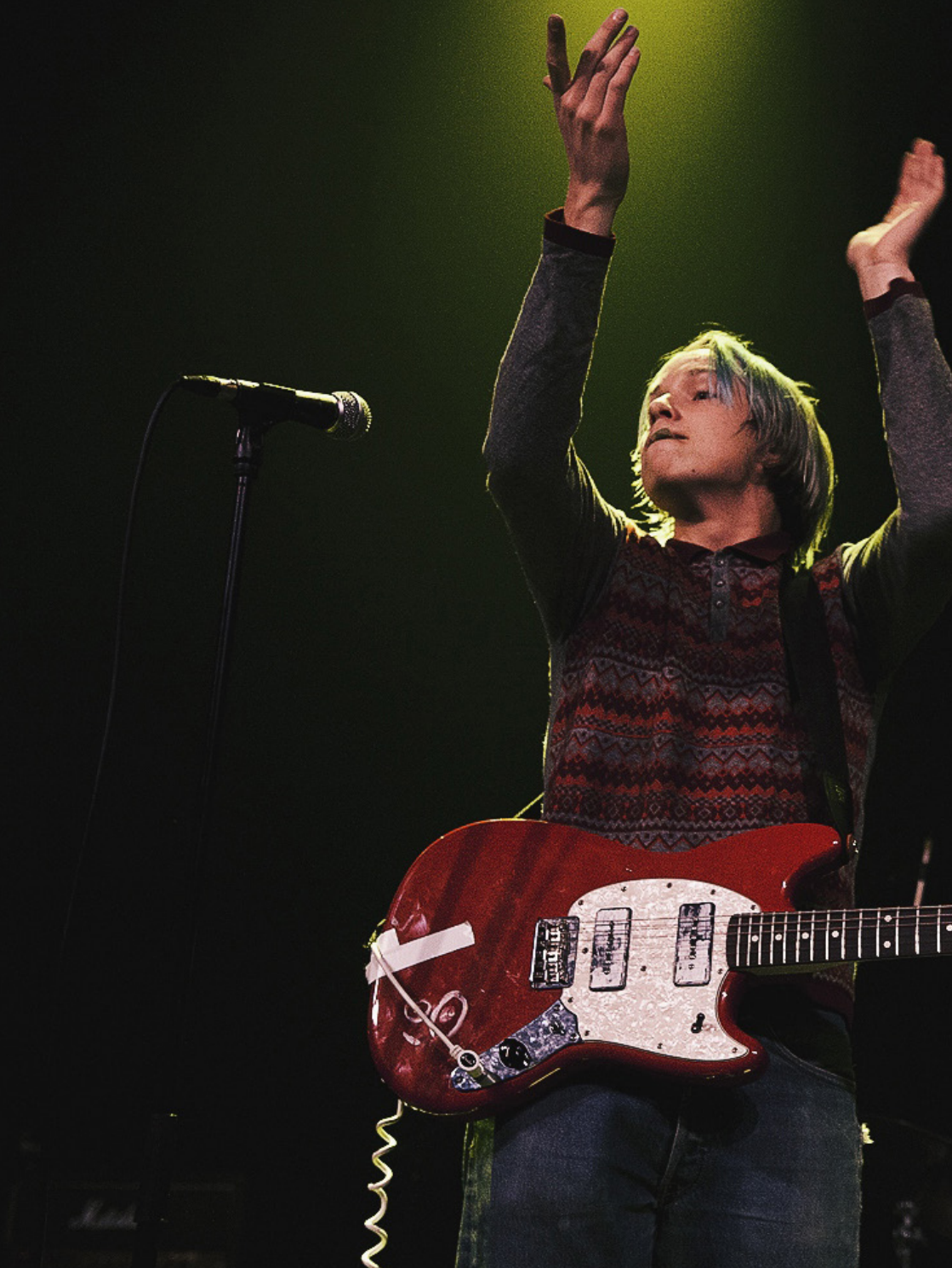


# ALL TIME LOW

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16TH MARCH 2017



Photos by Carl Battams





**ALL TIME LOW**  
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**16TH MARCH 2017**

Photos by Carl Battams



# BLOOD YOUTH

**Your debut album 'Beyond Repair' is out April 7th, can you tell us about some of the subject matters on the record and why you chose 'Beyond Repair' to be the title?**

Beyond Repair is about how we deal with anger in the modern age. Lyrically, I wanted to concentrate on the different ways we deal with this anger. The first song written for BR was 'Making Waves'. That song is about numbing the pain and trying to forget about all of your troubles by going out and not wanting to be at home with your thoughts. This song inspired the entire album theme. I remember being in a bar having a conversation with somebody and he was out drinking on his own because his girlfriend had just broken up with him. He wasn't upset he was just so angry and mad with himself. After that, I got home at like 3 am and wrote the chorus for 'Parasite'. I have many stories just like that for nearly every song on the album, they're all inspired by real life trauma.

**It's been noted that bass player Max isn't in any of the promo posters and isn't featured in your About section or social media, can you tell us anything about that?**

Unfortunately Max didn't want to tour anymore, so he decided to step away from BY at the end of last year. Being in a touring band and away from home is tough, it's not for everyone.

**We do have a new bass player, you will be seeing him on all upcoming tours and shows!**

**You've announced only 3 shows to celebrate the release of 'Beyond Repair', was that intentional or were you limited to what you could do with touring plans set for the rest of this year that haven't been announced yet?**

We wanted to make the release shows really special and more of an exclusive event instead of a full blown U.K. tour.

We've received messages from people in Holland, France and even Bulgaria who are flying over to attend these shows. It's gonna be sick!

### What is your writing process like?

Usually Chris will stay up till 5 am writing riffs, he will then send it over and I'll get some lyrics down. The three of us then get together and put it all together!

### What are your personal favourite tracks off the new record?

It's really hard to choose! It's like asking a parent which child is their favourite... I do really like I Remember and Reason To Stay. Bless is probably one of my favourites as well!

### What do you want to achieve with this band?

Musically, we want to continue to put out songs that people can relate to and connect with, I think that is the most important thing. I've mentioned in interviews before that I want BY to play Wembley one day. We're three very ambitious lads and we want to play to the biggest crowds all over the world.

### People seem to be really connecting with your lyrics but who do you think needs the band more you or the fans?

Good question! It's hard to answer from the fans point of view, but I've had some very heart felt and intense conversations with fans after shows and it's always incredible to find out what your music has done for someone. In all honesty, I think we need the band more. Personally, I wasn't very good academically and I always felt like I didn't have an outlet for what was going on in my head... until I found this band, this is all we have!





# A-Z WITH FRANKIE PALMERI OF EMMURE

**Album – What was the first ever album you bought?**

The Prodigy 'Fat of The Land'.

**Boredom – What do you do to cure boredom on long drives between shows on tour?**

I travel with music and a 3DS so, when the crushing reality of the waiting game sets in I usually find it easy to entertain myself. YouTube, also... a big shout out to YouTube.

**Cover Songs – If could only cover songs from one band for the rest of your musical career, whose songs would you pick?**

Definitely Hatebreed. The set list would include 'Perseverance', 'Under The Knife', 'Filth' and 'Satisfaction Is The Death Of Desire' from front to back.

**Describe – How would you describe your sound in just 3 words?**

Look At Yourself.

**Essential Items – What essential possession could you not live without?**

Off the top of my head, water. Other than that, I wouldn't know what to tell you. I am not a very materialistic person.

**Festivals – What is your top tip for festivals?**

Go to them, especially if EMMURE is playing.

**Gigs – Best/Worst gig you've ever played?**

Hard to answer. We've played a lot of good gigs. Worst gig? That's even harder to answer.

**Highlights – What has been the biggest highlight for the band so far?**

Really, the biggest highlight for us in our lives and

careers are the fans. They are what make anything and everything possible.

**Instrument – If you pick up and learn to play any instrument, what would it be?**

Piano, although I imagine it would be hard to pick one up.

**Joke – Tell us your best joke!**

Knock knock...

**Knowledge – Who is the best at totally useless knowledge and weird facts?**

Google.

**Line-up – If you could put together your ideal tour line-up, and you could pick two bands to play alongside you, who would you pick and why?**

Limp Bizkit and Korn. They are both pretty much the entire reason that I do what I do.

**Material – Looking back at all the material you have released so far as a band, what has been your absolute favourite?**

'Look At Yourself', hands down.

**Next – What's next to come from the band? What do you hope to have achieved by the end of the year?**

Good vibes, good times, connect with the people and rock a few stages.

**Opportunity – If you were given the opportunity to headline any festival in the world, which would you pick?**

This is a very strange question.

**Prodigy – If you could have been a child prodigy, what would you have been skilled at?**

Probably sleeping or procrastination.

**Queen – Who is the band's biggest drama queen?**

Me.

**Rituals – Do you have any pre-show rituals?**

I have my daily routine; breakfast, green tea, nap. That

sort of thing.

**Stage – What's the most embarrassing thing you have had happen to you whilst on stage?**

Embarrassing... well I have fallen, gotten electrocuted, smashed my own junk with a microphone, mispronounced things, called out wrong sports teams. So, take your pick.

**Tips – What tips or advice would you give to anyone starting up a band?**

Enjoy every second of it.

**Unknown – Tell us an unknown fact about the band!**

We are all weird as fuck.

**Viral – If you could do or say something that would go viral, what would you want it to be?**

Until we understand that we are one human race, we are destined to die by our own devices.  
Oh and APHEX TWIN IS GOD.

**Writing – What influences you when it comes to writing new songs?**

Depends, sometimes I will be creating noise in my head which later translates into music. In another situation it could be lyrics that spark the creative flame musically and vice versa.

**X-rated – Do you have any bizarre or x-rated tour stories?**

Unfortunately it's no longer the 80's. Everything happens in the DM's.

**Year – What can we expect to see from the band for the remainder of this year?**

Live performances, new content etc...

**Zombie – If the entire band were involved in a zombie apocalypse, who would be eaten first and who would survive?**

If the Zombies know what's good for them they will be coming for the prime rib of human flesh A.K.A yours truly. Who would survive the longest? Probably Phil, he's like a ex circus freak, he can climb shit.

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**Blood Youth - Beyond Repair**  
*Rude Records* | Release Date: 7th April 2017

Blood Youth have put out two EP's of high quality hardcore vocalized with melody and packed with riffs, bring in vocalist Kaya Tarsus extremely personal lyrics and here you have a band for the people of a broken generation. So will Beyond Repair carry on in the same vein as this?

Luckily for us the opening one-two of 'Making Waves' and 'What I'm Running From' still hold the hallmark traits that the band have used early in their career with thick textured riffs that snake along and groove better than most. The latter of the tracks also see's drummer Sam Hallett take centre stage and propel the song forward with his ferocious energy and pace. 'Parasite' really see's the bands love of late 90s/early 00s nu metal sneak in with the end section sounding like an early Slipknot song complete with a siren blasting over the music. "Building myself back up, but I don't give a fuck" is one of the many standout lyrical moments on the record during 'I Remember' which smashes straight into single 'Reason To Stay' that is essentially everything that's great about Blood Youth. There's riffs, its fast, discordant sounding and the fact that this band can piss out choruses this catchy is a joke. Oh plus the fact it also features one of the best pit chants this year, "You are nothing to me, no more a friend but more of an enemy", rager. This theme carries on with the likes of 'Pulling Teeth' and 'Buying Time' being goosebump inducing levels of great. A phenomenal debut from the boys from Harrogate with a fresh view of ideas.

Words by **Joshua Clarke**



**Body Count - Bloodlust**  
*Century Media Records* | Release Date: 31st March 2017

Despite having started his career in hip hop and gained more notoriety as an actor and reality star, Ice T is still going strong with his metal/hardcore band, Body Count. Their 2014 album, Manslaughter, was a strong return to form, with its political and social commentary, tongue-in-cheek attitude towards violence and an impressive and humorous interpretation of the Suicidal Tendencies' classic, Institutionalized. On the back of that, many fans, old and new, have been eager for a follow up. Like on Manslaughter, Body Count's 6th studio album, Bloodlust, shows them honing in on their Slayer influences. Ice T even discusses this in the intro to their medley of Slayer's Raining Blood and Postmortem, which could both be considered better than the originals due to Ice T's more aggressive delivery and the band's musical precision. Slayer-style riffs and thunderous drumming pop up throughout the album, as well as nods to Suicidal Tendencies' and Biohazard's more hardcore vibes. Tracks like All Love Is Lost and Walk With Me, which feature Max Cavalera and Randy Blythe respectively, stray from the path, with the former partly reminiscent of Hatebreed and the latter sounding more like Lamb Of God featuring Ice T rather than the other way around. Body Count's iconic rap-hardcore-thrash flavour has not been totally lost on Bloodlust. First single No Lives Matter, album closer Black Hoodie and the album's title track all come across as natural progressions of the classic Body Count sound. The rest of the album feels more like an experimental process that builds up towards these tracks. Although Ice T's switching from serious social commentary to fictitious accounts (presumably) of violence and debauchery gives a mixed narrative to the album, Bloodlust is musically a hard-hitting album that deserves a listen.

Words by **Jonathan Miller**





## Can't Swim - Fail You Again

Pure Noise Records | Release Date: 10th March 2017

Coming out of Keansburg, New Jersey and literally from out of nowhere is rock 5 piece Can't Swim. You may have seen the band recently on tour with our very own Boston Manor, they were also a 4 piece then after adding Andrea Morgan on drums after the tour. The tour proved to be a success as their name has since been on the lips of pretty much everyone who's anyone in our world.

'Whats Your Big Idea?' explodes out the traps with big slabs of riffs and thunderous drumming, couple that with the fact that vocalist and guitarist Chris LoPorto sings with his native Jersey accent to add to the charm of this record. His raspy delivery changes to subtlety and delicacy on the following 'We Wont Sleep' with an anthemic aura that is inescapable. The flip flop in direction changes and has us firmly on our toes as 'Friend' brings bulked up college rock to the table whilst first single 'Stranger' will most certainly be sung full throated by gig goers all over the globe. The album mellows out towards the end as we get to relish in the intricacies and nuances that the band add to really push the songs forward. An impressive debut that will see Can't Swim begin a meteoric rise.

Words by **Joshua Clarke**



## Creepier - Eternity, In Your Arms

Roadrunner Records | Release Date: 24th March 2017

'Eternity, In Your Arms' is the debut album from horror punk heroes, Creepier, and never before has a debut come so perfectly formed. From choral blossoming's to guttural calls, Creepier have nailed what it is to make a timeless spellbinding album.

Since the news arrived that the sextet from Southampton were to release their debut album after massive success with three EP's over the years, we have been treated to the likes of 'Suzanne', 'Hiding With Boys' and 'Black Rain'. All three scream Creepier; they're huge, haunting and powerful. More aggressive tracks, such as 'Poison Pens', bring that raw hardcore edge that the band have always been inspired by and it's a refreshing kick in the face; one that lands incredibly well. 'Room 309' continues that trend with a massive chorus that is bound to translate into a live classic. Hannah's gorgeous country lullaby 'Crickets' brings some softness to proceedings, and 'I Choose To Live', is an emotional thank you to the fans. The album only grows into huge musical-tinged and Meat Loaf-esque numbers such as 'Winona Forever' and 'Down Below'. These are the ones to dance and sing at the top of your lungs to.

From performance, to musicianship, to visuals, and even creating a whole other world for fans to immerse themselves in, Creepier are true masters of their craft. 'Eternity, In Your Arms' is beaming with hard work, love and passion and it is everything anyone could have asked for. It's practically perfect in every way.

Words by **Alice Hoddinott**





### **Idles - Brutalism**

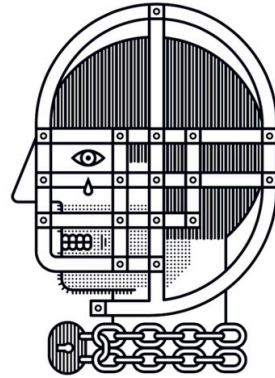
*Bailey Records* | Release Date: 10th March 2017

Time for some ferocious punk now, and Idles are forcing it right down your throats and straight into your stomachs with the release of debut album 'Brutalism'.

The clue is in the title with this one as every song is tinged with a brutal edge. 'Well Done', whilst comedic in lyrics, is brushed with conversation about life's pressures, 'Mother' is an honest reflection of the "live to work, work to live" economy we live in and 'Date Night' is a painful glimpse into the human psyche. The misery only continues with 'Faith In The City' pulling apart religious ideology and 'Divide & Conquer' smashing a hole into 21st Century politics. Putting aside the topics of 'Brutalism', it isn't all doom and gloom in the Idles camp. There are skittish riffs and frantic licks which make you want to throw yourself against other humans and there is a raw passion in the vocals which are spat that ignite a fire inside yourself too. Highlights come in the form of 'Benzocaine' and '1049 Gotho' which really display just what Idles want to create: balls to the wall, kick you in the teeth, powerful punk tunes.

'Brutalism' feels like the revival of punk. It's the musical embodiment of the middle finger, full of aggression and it's fucking great.

Words by **Alice Hoddinott**



### **Kids Insane - Cluster**

*Redfield Records* | Release Date: 10th March 2017

Breaking out of the intimate Israeli punk and hardcore world is pretty difficult to achieve. However, one of the bands making waves in recent years is Tel Aviv's Kids Insane, boasting European tours with the likes of Defeater and Slander. With the addition of new guitarist, Ofek, the band's 2nd full length album, Cluster, sees them switch from their initial angst-ridden hardcore a la Defeater and Touche Amore to now having an added "rock n roll swagger" similar to Every Time I Die, John Coffey and even The Bronx. Frontman, Corey, has always been able to hold a note but here his voice has more melody and takes on a more rock timbre, as does the music overall. Songs like opening track, Left Right Left, Killing Us (featuring Thom Weeks of Gnarlwolves) and Not A Slave provide infectious, more melodic sing-a-longs compared to their shout-worthy anthems of their All Over debut. Quite uncharacteristically, Overthinking utilises back-up oohs and an organ like a spooky 60s garage rock song while Full Tank can easily be mistaken for Trent Reznor fronting Deftones until everything changes when those dirty riffs kick in. Even with the vocals and riffs bringing something new to the table, songs like Varicose and Not Yet help secure that classic aggressive hardcore sound, creating some sort of consistency throughout Cluster. Their usual subject matter of oppression and hating where you live is starting to sound a little cliché, with some of the empowering choruses also seeming like forced attempts at the next big hardcore anthem. Fans of The Bronx and Every Time I Die may embrace Kids Insane's musical detour and find Cluster to be an interesting and memorable record. For others who fell in love with the simple angst of All Over, it might take some time to fully appreciate it.

Words by **Jonathan Miller**





**Mastodon - Emperor Of Sand**  
Reprise Records | Release Date: 31st March 2017

Ever since they burst through into the public consciousness in the early 2000s, Mastodon always showed not only immense potential to become one of the biggest and most important metal bands in recent times (something they definitely succeeded at) but also an ability to create albums that were not only heavy but progressive as well as catchy and memorable too. With their latest album *Emperor Of Sand*, they continue this talent admirably with even more focus on this catchy nature. Whereas on previous albums, the Mastodon sound primarily honed in on sprawling epic songs, recently the band have adopted a concentrated outlook on shorter tracks to work alongside the vast and monumental songs. On *Emperor Of Sand*, tracks such as *Show Yourself* and *Scorpion Breath* are amongst the shortest and catchiest that the band have ever done and suit the band down to the ground with them sounding very much re-energised on this album, and this is typified by these songs.

The vast songs are still there though of course, they are part of Mastodon's musical DNA after all and on songs like *Roots Remain*, *Stormbreaker* and the monumental album closer *Jaguar God*, the band's massive sound is unleashed with no mercy. It is that combination that makes Mastodon in 2017 sound just as fresh and vital as they did when they first exploded onto the metal scene and with *Emperor Of Sand*, it shows that they are constantly striving for and succeeding in making their sound as memorable as it can be and long may it continue.

Words by **Gavin Brown**



**Pallbearer - Heartless**  
Nuclear Blast | Release Date: 24th March 2017

Progressive doom metallers Pallbearer have been causing quite a stir in the industry on the lead up to the release of this album as many whispers utter the statement "album of the year". That's quite something, and we're only three months into 2017. So now is time for us to check out this record with a lot of intrigue and fresh ears.

To start off we must say, the guitar tones on *Heartless* are staggeringly beautiful, the album as a whole is incredibly well produced, hearing the nuances in the guitar playing and crystal clear clarity of every other aspect makes this a gorgeous record. 'I Saw The End' really sets the tone and flow early on, even with the shortest song on *Heartless* being the following track 'Thorns' it never outstays its welcome as the crisp and intricate musicianship create an expansive soundscape that captivates and pulls you in. Pallbearer are labelled as a 'doom' band but in all honesty this record doesn't sit comfortably in that realm, its much more than that. Its heavy in tone and slow building passages but there's almost a shoegaze element that sits front and centre, doomgaze anyone?

The title track opens with a brooding acoustic guitar section that once again develops into a low end heavy riff, almost Black Sabbath at their most haunting. There's a lot of classic metal influence in the music as well that will interest the older generation of metal that might be on the lookout for something new. Our only negative is that a lot of the verse sections sound a bit similar in progression and tempo, but that's about it. Album of the year? Not quite, but it will certainly be up for consideration.

Words by **Joshua Clarke**





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**Pulled Apart By Horses - The Haze***Amplify Recordings* | Release Date: 17th March 2017

Pulled Apart By Horses have long been a band that have been stuck in the limbo which bridges filthy rock and party indie. In the early days, with albums such as their self-titled 2010 debut and follow up 'Tough Love', this felt an injustice; they should have been succeeding as the next big thing. 2014's 'Blood' however, showcased why they weren't getting the fame they once deserved. Now, three years on, 'The Haze' somewhat rectifies Pulled Apart By Horses edge, but alas still leaves them trying to break out of limbo.

The problem with 'The Haze' is that the album becomes its name. Each song blurs into one another with little distinction or dimension between the riffs and melodies that flow through its body. That's not to say there is no enjoyment to it. 'The Big What If', 'Neighbourhood Witch' and 'Moonbather' all brim with psychedelic groove and grinding rock that Pulled Apart By Horses do so well. Even the Fratellis-esque bounce of 'Hotel Motivation' is great. But with half-hearted feeling in 'Prince Of Meats' and 'My Evil Twin', 'The Haze' feels like it's trying too hard to be something bigger than itself. Simply put, it just lacks the raw originality this band burst onto the scene with seven years ago.

"You win some and you lose some" repeats Tom on 'Flash Lads', a fitting phrase for album number four.

Words by **Alice Hoddinott****VUKOVI - VUKOVI***LAB Records* | Release Date: 10th March 2017

Rarely do debuts coming out the gates with guns blazing so hot they set fire to the world; VUKOVI, however, have done just that. The Scottish quartet have been cultivating their unique neon rock sound across some fantastic EPs since 2011 but this debut album is on a whole new level.

From the opening strangles of 'La Di Da' through to the electric re-works of 'Boy George' and 'Animal', VUKOVI display exactly why they are a force to be reckoned with. There's poppy melodies, Ibiza-fuelled breakdowns, gnarly riffs and a vocalist of unique nature. Janine's vocals are one of the highlights on this album, whether it be in the gentle wisps of 'Colour Me In' or the passionate cries of 'He Wants Me Not', her voice captivates you, sucks you in and makes you sing her words about love, life and being the underdog with free abandonment. That vibe of losing your inhibitions leaves you wanting to stay part of VUKOVI's party over and over again and that is where they have struck gold with this album. 'And He Lost His Mind' boasts live favourite and the incredible 'Target Practice' blows this album wide open.

Listening to VUKOVI is always a lot of fun but this album is the most fun you can have whilst keeping your clothes on. Welcome to the big time VUKOVI, you're welcome to stay forever.

Words by **Alice Hoddinott**

# NEW AND UNSIGNED

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## HYMNS

Drawing heavily from the post punk genre, HYMNS create epic and ethereal songs that enlighten and uplift. Baritone vocals combined with hooky guitar riffs provide the foundation for music with melody and honesty at its heart. Having only formed in 2016, the London based four-piece have recently recorded their debut release 'The London EP' which explore themes of isolation, desperation and hope in modern day city living. We're looking forward to seeing much more from HYMNS in 2017!

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**If you could play any festival in the world, where would you want to play and why?** Coachella, in my head it seems like the US version of Glastonbury but without the rain!

**You've been told that from now on you can only play cover songs from another band, what band would you pick and why?** The Smiths. They were such a consistently strong group and personally I'd spend the rest of my life striving to play the guitar as well as Johnny Marr did / does.

**Where do you see the band in 5 years? What's the dream?** Quitting the day job and touring the world in a jet plane. Earning a living in process! Simple.



## BURNING AT BOTH ENDS

Boasting their own fusion of pop punk, rock and a touch of metal/hardcore, Guernsey based Burning At Both Ends released their debut album in October 2016 which is available on Spotify, iTunes, Amazon and Bandcamp. With a few shows lined up locally this year, the band hoping to cross the water and hit the UK and beyond in the near future!

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**Looking back at every track you've released so far as a band, what has been your absolute favourite?** Our favourite track is definitely 'Before You Go Away'. It was the last track we wrote for our debut album and it really fused the pop punk and metal elements we all love, it goes down well live too so it's great fun to play again and again.

**If you could do or say something that would go viral, what would it be?** It would be awesome if we could have a music video go viral but it's definitely more likely that a video of our drummer hiding things in his beard would go viral.

**What essential possession could you not live without on tour?** We haven't been on a full on tour yet but I think we can all agree that even for a weekend packed with gigs the essential item is deodorant.



# INCEPTION'S DAWN

Inception's Dawn are a Kent based 5 piece metal group with roots in traditional thrash metal, taking influence from bands such as Metallica, Iron Maiden and Disturbed. The music. Comprising heavy rhythm guitar and fast technical guitar solos, with high paced drumming overlaid with a mixture of heavy and melodic vocals. Their self-titled EP is available now!

[www.facebook.com/inceptionsdawn](http://www.facebook.com/inceptionsdawn)

**Introduce yourself! Who are you and where did it all begin?** The band members are Olly (Vocals), Dave (Bass), Harry (Lead Guitar), Phil (Rhythm Guitar) and Brad (Drums). The band first started when Olly and Dave were at a gig and thought it would be great to get a band together and recruited Brad originally as Lead Guitarist and a drummer called Martyn. Over a period of time the band evolved with Brad taking on Drumming duties when Martyn left and Phil joined as a guitarist and then Harry joined later on Lead Guitar. The introduction of Harry changed the dynamic of the group with his electrifying solos and this combined with Phil's love of thrash metal helped us develop our sound.

**How would you describe your sound in just 3 words?** Heavy Rock/Metal

**What has been your biggest highlight as a band so far?** In November we played at the Tonbridge Wells Forum with All the Above, a band that Harry's old band, The Anthesis, supported many years ago. It was great to play with them and Spreading the disease and playing at a venue that won the award for best small venue in the country a few years ago on a stage that has hosted bands such successful acts as Oasis, Mallory Know, Wes Borland and many many others.

**Looking back at every song you've ever written as a band, which is your favourite to play and why?** Erebus probably our current favourite songs. It was one of the first songs we wrote with the current line up and it's amazing to play live. It is high energy and the style is similar in style to Iron Maiden.

**If you could play at any festival in the world, where would you pick?** It would have to be Download. Between us we have attended the festival many times

and see many of our favourite band sperform there and it would be great to be on a similar line up. We would just have to hope the weather was better than last year.

**Who are your biggest musical influences?** Our two main influences would have to be Metallica and Iron Maiden. Two of our songs Erebus and In Flames are a tribute to their style of music.

**If you could form a 'super group' with any other band, who would you pick?** That is a difficult one but we would have to say Iron Maiden.

**What would be your ideal tour line-up?** We have quite a varied taste of bands so to accomodate all of our interestes I think it would have to be a festival with Volbeat, Amon Armoth. Metallica, Maiden, Disturbed, killswitch Engage, Bullet for My Valentine, Ramstein and Slipknot.

**What can we expect to see and hear from you in the future?** We have an EP recorded on iTunes and Spotify but we are hoping to get into the studio in the summer to record an Album. We have several gigs lined up on the local circuit with the next one being in April at the Attic in Ashford. As a band we also promote and support other bands at The Rock Avenue Club in Gillingham so will be hosting more events later in the year and we also hope to Run a one day music event in the summer.



# ELITE: UPRISING

## ALLUSONDRUGS

Here at Elite we're partial to some weird, trippy grunge, so here's a little band called Allusondrugs. They're pretty cool with their sludgy riffs and ambient vocals, and their vocalist, Jason, is forever haunted by the fact he looks a little bit like Kurt Cobain. 'Sunset Yellow' gives you a spaced out wonderland, whilst 'Cherry Pie' gives you a mosh-heavy wasteland. Their sound is expansive and challenging and is more than worth of some serious attention. Once you've worked out your 'Nervous' from your 'Mycat', check them out live and get wild.



## WATERPARKS

If you haven't heard of Waterparks yet, where have you been!? This pop-punk (with an emo touch) trio are on the cusp of the big time having just released their awesome debut album 'Double Dare' last November. They've supported All Time Low, they're best friends with Creeper and they will bring joy to your life as soon as you hear them. Take a listen to 'Crave', 'Gloom Boys', 'Royal', '21 Questions'... any song actually, and prepare to fall in love the way you did with Fall Out Boy back in 2005. Waterparks are making a splash, so get your swimwear on and lose your mind in their glorious party!



## WONK UNIT

Wonk Unit are the weirdest, funniest and most carefree bunch of guys you will ever come across. Not much explanation is needed about Daddy Wonk and his crew or ska boys and punk revellers because they're exactly as their name suggests: wonky as fuck. They're punk legends on the small-gig circuit with songs about horses, nans and a few "fuck the Tories" classics. Seeing them live is as much about the music as it is about the comedy and the main reason to get to know Wonk Unit is for the sheer fun of it. They're all about good vibes and good times; who doesn't love that!?



Words by Alice Hoddinott

## ENERGY

**Energy are currently out on tour with our favourite horror punks Creeper! Just before the tour kicked off, we got to chat to vocalist, Jason Tankerley about all things Energy: past, present and future.**

**Energy have been a band for ten years yet we're only just hearing about you properly over here! For those who don't know you guys, how would you describe yourself?** This has always been somewhat of a difficult question for me to answer. When people ask "what does your band sound like" I always think to myself "well, I guess it depends on what song of ours you're listening to" because our sound really varies drastically depending on what song / era of the band you're referencing. However, if I had to narrow it down to a few different sub-genres I would say that we're an alternative rock band rooted in punk.

**You've just released 'The Witching Hour', your first single since the excellent 'Apparition Sound' was released. What are the influences behind this single and is it the start of a new chapter for Energy?** When I wrote "The Witching Hour" I really wanted to perpetuate the idea of Energy doing a horror punk song in the way that I always thought we should. Even though we've dipped our feet into the horror genre many times before, I feel as if this song is exactly the style of horror punk music that I want to create. This song and "Dead In Dreamland" are both the poppy and dark sides of horror punk that I enjoy the most.

The Misfits were an obvious influence in writing "The Witching Hour", but Michale Graves in particular. I feel since my voice is more similar in tone and key to Graves' than Danzig's, plus the production of American Psycho and Famous Monsters is far more professional and slick sounding than anything from the original era of The Misfits that when I try to pull influence from The Misfits in any way, it's going to come across as more Graves than Danzig.

I also like things being very cinematic too, which is where the intro comes from. With instrumental parts, I tend to write in a way that evokes some sort of subconscious imagery that I try to verbalize as if it's the soundtrack to a hypothetical movie scene. There are also many subtle influences that vary throughout not only this song, but most of our songs that the average listener probably wouldn't pick up on. For instance, the very end of "The Witching Hour" draws strongly from the song "True Till Death" by Chain Of Strength". Something about riffs revolving around that two chord pattern have always fascinated me because of the specific type of unexplainable intensity and emotion that they convey.

This is the first song recorded with the new lineup of the band, so I would definitely consider it a new chapter. It's still me writing 100%, but the song definitely marks the start of this particular new chapter.

**Here at Elite we've been super excited about the Creeper tour! How did you guys get involved with it?** Well, when we played a show with Creeper in Boston Will immediately came up to



me expressing just how big of an Energy fan he was and how long he'd been following us. He knew pretty much everything there is to know about Energy actually. I was quite taken back. It was at this show that Will asked me if I'd be interested in touring with them in the U.K. He had read in my very public journal documentation that I used to publish while I was on the road between 2006-2009 that I hated touring very much. Over the years though I have grown to miss it strangely enough, and I have been struggling to get the band back in the right position to put us back on the road for a number of years now. Everything fell into place right around the time that we got the formal offer for this tour, and now things are looking better than ever for Energy's future.

**In your ten years as a band, what has been the most surreal musical moment you've had?** There are so many actually. I tend to give South Carolina a lot of attention when it comes to touring experiences because of how well they treat us, but I'm going to go with North Dakota for this one.

At some point in 2007 or 2008, we had a show booked in Fargo, North Dakota and our van ran out of gas. We were stranded on the side of the road, and we had to have the promoter come find us with a tank of gas so that we could make it there. By the time we arrived at the venue, the show had been over for about an hour or so...but all the kids were still there. The second we took to the stage the place went ballistic. Stage dives, sing-alongs, the whole nine yards. We had only been a band for a year or two, and I was in complete shock that there were people that far away who were this devoted to our music. I think I quoted Davey Havok to the audience by telling them "your fire makes it all worthwhile"

**What inspires you as a band to create the music you do?** I'm a very emotional person, and that basically inspires me to write. My lyrics and music are all representative of the emotions that I'm trying to convey through the song. I feel very deeply, and that's pretty much what drives me to keep creating. I hardly ever look outwardly for lyrical inspiration. It's mostly introspection.

**What does 2017 hold for Energy? Any plans bringing you back to the UK?** Hopefully as much as possible. I would love nothing more than to be wrapping up a new record at some point this year, as well as touring as often as possible. There aren't any current plans on bringing us back to the U.K., but there would be no hesitation if we were to be invited back.

Words by Alice Hoddinott



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# ELITE: APRIL ROUNDUP

## OUT THIS MONTH THE BIGGEST RELEASES COMING OUT THIS MONTH

**Persona 5** (PS4)



This long-awaited continuation of the JRPG series offers an engaging cast of characters, stylish visuals, and deep mechanics, all wrapped up in a modern-day storyline that's sure to tug the heartstrings.

**Yooka-Laylee** (PS4, XO, Switch, PC)



Spiritual successor to Banjo-Kazooie and created by former Rare developers, the titular Chameleon and Bat are dragging the 3D platformer into the modern era with their tongues firmly in their cheeks.

**Warhammer 40,000: Dawn of War III** (PC)



Relic returns to the Warhammer 40,000 World in this real time strategy sequel, which expands from the squad-focused gameplay of Dawn of War II in favour of full-scale war. Space Marines, Eldar, and Orks duke it out over expansive battlefields.

**Mario Kart 8 Deluxe** (Switch)



The best Kart racer around arrives on Switch, getting a new lease of life after its Wii U release last year and bringing with it all of the DLC, as well as some new content.

## GAMING GADGETS TOP NEW TECH YOU'LL WANT TO GET YOUR HANDS ON

**GeForce GTX 1080 Ti**



The souped-up GTX 1080 ti carries a hefty price tag, but promises graphics performance way beyond anything else currently on the market.

## ON THE HORIZON GAMES WE'RE LOOKING FORWARD TO

**Prey** (PC, PS4, Xbox One, 2017)



A total reboot of the 2006 original, this new version by Arkane opts for an FPS/RPG approach, with a stronger story, metroidvania style gameplay and multiple endings.

**Crash Bandicoot N. Sane Trilogy** (PS4, June)



The original Crash Bandicoot games, remastered with new graphics and packaged together for the PS4.

**Final Fantasy XII the Zodiac Age** (PS4, 11 July)



A HD remastering of Final Fantasy XII, this time with features found in the Japanese-only 'International Zodiac Job System' edition. Its a divisive game - which Final Fantasy title isn't? - but it might find a new lease of life with this PS4 outing.

**Super Mario Odyssey** (Switch, late 2017)



A spin-off from Samurai Warriors 4, Spirit of Sanada tells the story of the Sanada clan through the series' customary huge-scale battles, with new multi-stage battles as well.

**Starcraft Remastered** (PC, Summer)



Blizzard is revamping the classic RTS with remastered graphics, new video cutscenes and 4k support.

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# IT'S TIME TO LET A GOOD THING DIE

The gaming industry needs to learn when it's time to let a good thing die quietly.

It's a problem that doesn't just affect games, of course - constant reboots of major film franchises are also fairly commonplace (Spider Man, Batman, Evil Dead, etc). But video game publishers take it to a whole new level, not only by rebooting games that often don't need it, but also by infecting their most popular franchises with a bad case of sequelitis, a horrible disease which dictates that a series must have a new title every year for fear it will be forgotten. Urban Dictionary even describes the condition as "A medical condition propagated by a combination of commercial success and creative ineptitude."

## Sequelitis



Just a few of the Call of Duty games

Call of Duty is perhaps the industry's most infamous sufferer here, which has seen a new game released every year since 2005. Assassin's Creed is little better, with up to four games released each year since 2007. Tomb Raider was one of the first to catch sequelitis, with eight titles released between 1996 and 2003, though perhaps the most severely affected was the Guitar Hero brand, which managed to release over fifteen games in a five year period from 2005 to 2010. This particular case eventually culminated in the collapse of the music game genre, from which it still hasn't recovered.

The problem with this yearly release schedule is self-evident: the market becomes over-saturated, to the point where it becomes very difficult to get excited about the latest Call of Duty or Assassin's Creed game when you've been playing the series year after year. It also results in the most exciting, daring releases in the series being overlooked- the latest Call of Duty (Infinite Warfare) was the biggest shakeup the franchise has seen for years, but it sold poorly compared to its predecessors and was criticised for taking the series too far in a different direction.

## RANDOM REBOOT SYNDROME

The other affliction that seems to be rife amongst publishers is Random Reboot Syndrome, or RRS. This condition imprints an undeniable urge in the publisher's brain that a game series needs to be rebooted. Often, there's no logic to which game this will be or why; sometimes it's to bring back an old name and tug on the nostalgia heartstrings, sometimes its to freshen up a series that was going fine until just recently. Sometimes these reboots are more like retellings, serving only to update the mechanics of an older title to make it more palatable for a modern audience. Sometimes, they're pretty bizarre.

## SPOTLIGHT: WEIRD REBOOTS

**Syndicate**, a 1993 squad-based tactical shooter by Bullfrog Interactive, reborn as a First-Person Shooter by Starbreeze Studios in 2012.

The original Syndicate was dark, gritty, and challenging. The remake was glossy, stylish, and brutally violent, and had very little to do with the original game at all.





X-Blades, a 2009 hack-and-slash game by Gaijin Entertainment, reborn in 2012 as... a hack and slash game by Gaijin Entertainment.

X-Blades was a fairly poor action game starring an oversexualised anime girl. So Gaijin basically remade the game three years later with the same mechanics but a slightly less anime art style.



Castlevania, a 1986 nonlinear platform series by Konami, reborn in 2010 as God of War style hack-em-up Castlevania: Lords of Shadow by Mercury Steam.

Lords of Shadow wasn't a bad game, but the switch to hack-em-up gameplay lost much of what made the Castlevania games so special.



Devil May Cry, a 2001 third-person action game by Capcom, reborn in 2013 as DmC, a third person action game by Ninja Theory.

Ninja Theory's DmC is a perfectly serviceable, slightly more realistic take on the Devil May Cry series. It's also entirely unnecessary.



**Carrier Command**, a 1988 Strategy / simulation game by Realtime Games, reborn in 2012 as a sci-fi action / strategy game by Bohemia Interactive.

Nobody knows why a classic sim needed to be remade as a far future action strategy game set on an alien planet, but nevertheless, here we are.



Now, I get that investing in a new, untested brand is difficult when you can re-use an old one and get a certain amount of guaranteed sales, so from a publisher point of view, investing in a sequel that's likely to be a sure-fire hit seems sensible, and this is a strategy that's sadly proved true by sales figures.

There are, however, signs that the industry is beginning to change. Sales of yearly franchises have fallen - last years Call of Duty: Infinite Warfare was still the biggest selling game of the year, but sales were almost half those of its predecessor. There were no major Assassin's Creed titles (though two Chronicles games did get a release). Forza was the only yearly franchise to see a new title, but that was with its offshoot Horizon series, not the core Motorsport series.

Likewise, the constant cycle of reboots seems to be slowing down; TimeSplitters Rewind is the only big name series due for a rebooted game in the near future, and Rewind is a fan-created project (albeit one being made with official license). The mostly forgotten Prey is getting rebooted this year. The Final

Fantasy VII remake is still ambling along at its own pace, but that's a remake, not a complete reboot of an old title. In all likelihood there are others in the pipeline that haven't been revealed yet - so that's something to look forward to at E3 - but certainly the trend of the last few years seems to be coming to a halt.

Moreover, we've had several months now that have been peppered with some exciting new intellectual properties. There's Blizzard's Overwatch, Guerilla Games' Horizon Zero Dawn, Microsoft's Quantum Break, and Team Ninja's Nioh to name but a few, and that's just the big name games - and there are plenty more to come.

Does this mean the industry is finally overcoming its infestation of sequelitis and is ready to move on to new challenges? It's probably too early to say. But with sales of 'triple-a' sequels down last year - Dishonored 2, Watch Dogs 2, Deus Ex: Mankind Divided, Street Fighter V and Titanfall 2 all underperformed or outright bombed - it's clear that publishers will need to consider their next moves very carefully.



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*There's a chance Guts might be overcompensating with that sword.*

## BERSERK AND THE BAND OF THE HAWK

Omega Force's Warriors series has been around for a long time, and has proved successful enough that the format has been adapted to suit a multitude of franchises. There's Koei Tecmo's own Dynasty Warriors and Samurai Warriors series', but we've also seen the likes of Dragon Quest and Zelda get the Warriors treatment, along with anime adaptations like Arslan and Attack on Titan. Now Kentaro Miura's longrunning Berserk series has gotten the Warriors treatment, and not since pineapple and pizza has a pairing felt so right.

Berserk and the Band of the Hawk adapts the Golden Age story arc, as depicted in the recent trilogy of Berserk films, along with some other content from the manga and current anime series. Primarily the game casts you as protagonist Guts, a soldier for hire who joins up with a large mercenary band, led by the enigmatic Griffith. The plot will, of course, be familiar to those who have seen the anime or read the manga, but I won't spoil it here for those who haven't. The game doesn't assume any prior knowledge, thankfully, but fills in the story with liberal use of anime cutscenes and narrative sequences. Suffice to say it has plenty of dark twists and packs a hefty emotional punch at times.



*There's no shortage of gore on offer. Literally, it's everywhere.*

The core of the Warriors formula is here, so you'll be battling scores of nameless footsoldiers, taking out lieutenants and captains to capture strongholds as you progress, and squaring off against powerful boss type characters. Characters level up as you go, unlocking broader move sets and new equipment to upgrade, and there's the typical Omega Force barrel of content, with eight characters to unlock and three main game modes to try. There's little new here however, and the game never quite reaches the highs of Hyrule Warrior's innovative mission design, but what's here works well enough, even if it probably won't hold your attention for too long.



*Playable characters include some of Berserk's more monstrous creatures.*

Where Berserk does differ from other Warriors titles is with its fittingly graphic violence. The Berserk series is known for its gore, and Omega Force's game doesn't hold back in this regard, with fountains of blood and body parts flying around the battlefields. It matches the bleak tone of its source material, and mixes the grim fantasy and demonic horror elements of the saga expertly.

Your mileage with the game will largely depend on your attitude towards the other Warriors games, unsurprisingly. If, like me, you find the 1 vs 1000 combat and surprisingly deep strategy to the stages a thrill even after dozens of hours, you'll get a great deal out of Berserk. If you're a Berserk fan wanting to experience the saga in a new way, the game will satisfy, and the inclusion of content post the Golden Age arc will certainly be of interest. If you're a fantasy fan who wants something dark and gory to sink their teeth in to, Berserk's story will engage you even if its combat doesn't.

Berserk and the Band of the Hawk might not be the finest Warriors game to date, but its certainly an enjoyable one. **7/10**

### The Golden Age

Kentarō Miura's Berserk manga series has been running since 1988, and is still going today. Guts' adventures have seen several adaptations over the years, most prominently a 1997 TV series, a 2013 movie trilogy, and a 2016 follow-up TV series. In gaming, *Sword of the Berserk: Guts' Rage* was released for the Dreamcast in 1999, with a 2004 PS2 followup that was only released in Japan. Berserk and the Band of the Hawk is the first time the Golden Age story arc has been depicted in a game, though. The series is renowned for its bleak tone, graphic depictions of violence, and strong sexual content.



MODEL: @THEEAGLE  
PHOTOGRAPHER: @TORSSELLA



MODEL: @JAKEHABINK  
PHOTOGRAPHER: @MRTMEFREEZER

*Special effects can be impressive, but the visuals are definitely more functional than flashy.*



## TORMENT: TIDES OF NUMENERA

Torment is a game about legacies. There's the most straightforward, surface level - the game sees you in the role of the Last Castoff, the discarded body of the Changing God, imparted with a soul and a patchy memory of your previous life as a deity. Much of the game will see you investigating the legacy of your creator and his other castoffs, and the effect they have had on the world.

But there's also the legacy that the game's title hints at. Torment: Tides of Numenera is the spiritual successor to perhaps the most highly-regarded CRPG of the 1990s - Black Isle's Planescape: Torment. Tides of Numenera changes some elements- swapping out the Dungeons & Dragons ruleset and Planescape setting in favour of Monte Cook's Cypher system and sci-fantasy Numenera world - but crucially it retains the rich, powerful storyline and wild imagination of its forebear.

It's also far from a modern game. There are no glossy animated sequences, no sweeping camera movements, no bleeding-edge visuals to convey the world to the player. At a cursory first glance, Torment could be a game from the 90s. That's not to say that the 2.5D visuals don't have their charm, or that the game lacks polish, but the vast majority of Torment's drama comes through its exceptional writing, not through carefully directed cutscenes. Developer InXile boasts that there are over 1,200,000 words

in the game - more than twice as many as Trotsky's War and Peace - and its in these text descriptions and dialogue sequences that the game, and its world, truly comes to life.

Numenera as a setting is permeated by things both weird and wonderful, scattered with the leftover artifacts of previous civilisations, most of which serve some unknown function, but others are powerful items capable of incredible feats. The essence of Clarke's Third Law - that any sufficiently advanced technology is indistinguishable from magic - is borne out here, and again this harks back to the theme of legacies that runs throughout the game; everything you see is the remnant of some forgotten world.



*Technology or magic? They are one and the same in the Numenera world.*

The game brings these elements across well; even mundane items like healing potions are presented as esoteric items, and all items have distinctive flavour text. There's no vendor trash- items that have no practical use are given full descriptions that practically beg you to contemplate what the object might have been.

The vast majority of your interactions with the world are carried out through dialogue trees and menus, whether you're using an object or talking to one of Torment's many and varied characters. Skills that affect dialogue choices or actions are helpfully highlighted, as are choices that will require some kind of attribute test. Clear use of colours and shaded text help keep the interface clean and the text easy to follow, though the font size might make reading all that text a bit tricky on a TV for you console players.



*The interface is simple and retro in style, but if it ain't broke, why fix it?*

Whilst Torment's story doesn't quite pack the emotional punch of Planescape: Torment, it does bring together a fascinating story full of unpredictable twists, creative twists and startling revelations. It's at its best when delving into the theological and philosophical topics, providing interesting ideas without ever coming across as self-indulgent or pretentious. Its cast of characters is interesting, and your companions -all of whom are entirely optional, and can be easily missed - include an amnesiac orphan, a woman surrounded by 'echoes' of herself from alternate realities, and an albino assassin, to name just a few. Each has their own backstory that you'll uncover through progress and discussions with them, and each will comment on other events as you encounter them, making them feel much more involved in the story than companions in RPGs often do.

Less satisfying is the combat, which is thankfully quite rare. Rather than a constant stream of random

encounters, Torment opts for a series of event-based fights which it calls a 'Crisis'. These Crises usually have specific objectives and don't play out as standard 'hit all the enemies until they die' fare; you're encouraged to make use of objects and features in the landscapes to make each fight a little easier. All of this works, but it does butt its head against Torment's rather long-winded combat interface, which sticks to a classic turn-based format where each character gets a move and an action. This works fine, but the large numbers of enemies and long animations often mean you're often waiting several minutes between turns. To make matters worse, the large character models and special effects often obscure some details, which coupled with the fixed camera and lack of confirmation for actions can result in easy mis-clicks and unintended movements or actions. Fortunately, most Crises can be avoided, either through stealth or persuasion, and the difficulty isn't so punishing that you'll ever feel too hard done by, but it can be frustrating.

So what will Torment: Tides of Numenera's legacy be? Whilst its hard to imagine that it will have the lasting impact of its predecessor, it definitely deserves a place alongside it. It might not have bettered the original, but then, how could any game compare against 20 years of expectation? That it comes anywhere close is an achievement in itself, and judged on its own merits, Torment is a powerful, imaginative RPG with a fantastic premise, a wonderful setting, and a riveting story to tell. **9/10**

**The Torment Legacy**  
Released back in 1999, Planescape: Torment made waves with its powerful storyline and for challenging typical RPG conventions - there are no goblins, elves and orcs to be found, and your character is an immortal. It wasn't a huge commercial success, but the plot, characters, and concepts at the heart of the game won it a passionate, if small, audience. At its core the game challenged the player to answer one question: What can change the nature of a man?

# NIER: AUTOMATA

Trying to pin NieR: Automata down to a single genre is like trying to get a straight answer from a politician. One moment it's a Bayonetta-style hack-and-slash with precision timing and a myriad of weapon styles. The next moment it's a bullet hell shooter. Another, it's a retro 2D platformer. Another again, it's an open world action / adventure RPG. Now a side-scrolling shooter. And back to hack-and-slash again.



*Combat is very much in Platinum Games' fluid style*

Automata is a game that thrives on subverting your expectations. Nothing about the game is as it first appears - neither the gameplay, which switches things up with barely a moment's notice, nor the storyline, which has layers and layers of depth that are only realised via multiple playthroughs. This will be a familiar feeling to anyone who has played the previous NieR game, but might come as a surprise for modern audiences, who are more used to a game perfecting a single core mechanic rather than scattering about schizophrenically between different styles.



*The game frequently switches seamlessly between hack-and-slash and bullet hell gameplay*

The game begins by casting you in the heels of sword-swinging combat Android 2B. She's a soldier

of YoRHa, a corps of Androids that live on a space station orbiting Earth. Earth itself is a wasteland inhabited by the machine minions of some alien race that came to our planet centuries earlier, forcing the remnants of humankind into exile on the moon. YoRHa troops are sent to Earth on missions to try to reclaim the planet, and the game opens as 2B is sent off on her latest mission, to destroy a colossal, building-sized machine enemy.



*The visuals aren't always great, but they pack a tremendous sense of scale*

As 2B, you have access to a couple of hot-swappable weapons (Automata fully embraces the concept of real-time weapon change) that are used for light and heavy attacks. Dodging is performed with a squeeze of R2, and timing your dodge just as an attack would hit gives you a Bayonetta-like moment of slowdown and a chance to counter. 2B is accompanied by her hovering robotic pod, which can unleash a hail of bullets by holding R1, and customisable special attacks with L2. She's also joined in battle by fellow android 9S, a scout model capable of hacking enemies but who can also hold his own in battle. The bulk of the game comprises of these action RPG trappings, and it's here where Platinum Games' involvement shines, as the combat is fluid, thrilling, and hugely satisfying, continuously being reinvented as the game progresses and new opponents and enemy types are thrown at you.

That's not to say that the game is a slouch in any of its other styles, though. The shooting sections are tightly honed and sharply controlled, although the platform sections do suffer a little from slightly twitchy jumping animation. What's more impressive is the way Automata segues between these styles - a simple camera pan is all it takes, but this rarely feels jarring or confusing. Crucially, it doesn't restrict your choice



of combat styles either - even if the game switches to a top-down, bullet-hell angle, you're still free to carry on hacking and slashing your way through your foes if you prefer. There are nods to and ideas cribbed from other games and other genres as well - for example, dying in-game leaves a corpse in the world holding your items, which you need to recover if you want most of your gear back, but also leaves a corpse in the world of other players, coupled with a Dark Souls-like message string. You can retrieve items from the bodies of fallen androids in your own game, or even animate them to fight alongside you for a time.



*Warning: Gratuitous robot slaughter.*

I won't delve much into the story, as it's something that has to be experienced to truly appreciate it, but I will say this - don't kid yourself into thinking the game is over when the final boss is dead and the credits roll. The game makes a point of saying there's more to offer, but this isn't just your standard New Game + type experience. Whilst your levels, weapons and skill do carry over, your second playthrough is as a different character, who has different abilities to 2B and experiences the storyline from a different angle, dramatically transforming some sequences and casting the events of the game in a new light. Your third and fourth playthroughs are, again, entirely different, and it's only by piecing the different routes together that you can truly appreciate the events of the game. Make no mistake, there's a mountain

of content to get through here, and none of it is squirrelled away in downloadable content.



*If the visuals aren't technically amazing, they are at least artistically pleasing.*

The game doesn't always hold up technically as well as it does stylistically, sadly. The framerate on a standard PS4 can be a little stuttery at times; never so bad that it affects the flow of the game, but certainly enough to prove distracting. This is exacerbated by the occasionally muddy texture work and simple geometry of the world, though the fluidity of the animation and sense of scale are consistently impressive. It wouldn't be a NieR game without a soundtrack by Keiichi Okabe, and Automata's OST ranks alongside some of his finest work to date, imbuing the world with a fitting sense of melancholy with its use of haunting vocals and spartan piano melodies for exploration and story beats, switching up to pulse-quickening numbers for action and boss fights.

Each part of NieR: Automata works excellently in isolation, and will satisfy whether you're here for the story or for the action. What makes the game so special, though, is the way that it unifies both aspects into a powerful experience; a game that's an absolute joy to play but that will haunt you with a deep, rewarding storyline and memorable characters. Minor technical hiccups aside, make no mistake: NieR: Automata is a masterpiece. **10/10**

### So NieR, yet so far

You might not remember the original NieR. Not many people played it; it was a relatively low-budget, high-concept action RPG from Cavia, whose commercial failure pretty much resulted in the closure of the Japanese studio. Famed for a bizarre release - the Japanese PS3 version was the same game, but with a different main character and slightly altered plot, whilst international versions all featured the older main character - it quickly acquired a cult following thanks to its varied gameplay, melancholic storyline, and incredible soundtrack. It's not currently available as a backwards-compatible title for Xbox 360, so the only way to play it (if you can track down a copy) is to dust off the Xbox 360 or PS3.



## MASS EFFECT: ANDROMEDA

How do you distance yourself from an unpleasant memory? It's been five years since *Mass Effect 3* graced us with its polarising ending, and Bioware has taken the distancing concept literally - by setting its newest *Mass Effect* title thousands of light years away and six hundred years in the future. Shepherd, the Reapers, the Geth, all are long gone, and you're presented with a whole new galaxy to explore.

This time you're one of the Ryder twins, who inherits the title of Pathfinder for the human Ark that was sent into the Andromeda galaxy. Promised a beautiful golden world to inhabit, events immediately turn sour as it becomes apparent that your new home is an uninhabitable, storm-swept wasteland. Naturally, it falls to Ryder to find mankind - and the Turians, Krogan, and Salarians who have also travelled to Andromeda - a new place to live.



Meet Ryder. He's... a bit of a dick.

The environments you're given to explore are huge, sweeping vistas packed to the brim with items to discover and side-quests to solve. You'll roam each map establishing forward bases, using your Nomad vehicle (a much better sibling of the original game's Mako), surveying for minerals and gradually transforming the world into a place to live. There's a definite satisfaction to be gained by cleaning up each planet, even if the in-game rewards for doing so are less compelling. There aren't that many separate planets to explore, but the ones you do visit are enormous in scale and densely packed with things to see and do. And they look great, even if they aren't all that inventive (apparently the Andromeda galaxy is full of deserts, snowstorms and tropical forests).



The environmental details and sense of scale are breathtaking at times.

As you'd expect, there's a Storyline going on, though it rarely hits any impactful narrative beats and comes across rather muddled, often lost in the noise of the myriad of side-quests scattered throughout the game. There's an ancient alien civilisation - forgive me if you've heard this one before - that possessed incredible technology, and there's a hostile alien race led by a generic villainous type that wants the technology for himself. Its all very sci-fi by-the-numbers, and whilst it works, it rarely feels like there's much at stake, or any urgency to your actions. It doesn't help that the story is largely told through dialogue sequences, which sounds logical enough but the character models and animations of the Andromeda crew always seem to look a little off, whether that be making weird gurning expressions or pursing their lips unnaturally when they speak, or just staring with their dead eyes. The script isn't too great either; Ryder frequently comes across as either a whiny teen or a brash hothead, no matter what dialogue options you pick, and the characters are sorely lacking the healthy dose of charisma needed to carry the game. That's not to say that the new squad members don't have their charm - female Turian Vetra does her best to channel Garrus, grumpy Drack is like a world-weary Wrex, and chatterbox PeeBee has echoes of Dragon Age Inquisition's Sera - but much of their dialogue is written and delivered inconsistently.



*You're now free to mix and match abilities from different classes.*

The game fares better in its moment-to-moment action, which is some of the best the series has seen. Andromeda returns to the third person cover-based shooter template, but weapons feel much meatier, enemies are smarter and more varied, and the inclusion of jump jets and boosting abilities make movement much easier. Although you're now limited to three abilities, you're not limited to a single character class - you're free to spend points in combat, biotic, and tech skills to mix-and-match

and create a character with the mix of skills that complement your play style. You can no longer control your squadmates, but they're mostly capable of standing up for themselves, and Andromeda does a good job of presenting interesting combat arenas to do battle in.



*The Kett are one of only two new alien races introduced in Andromeda. Hint: They're not friendly.*

Unfortunately, Andromeda is galaxy that's filled with bugs. Not gigantic alien eye-sucking bugs, or even wriggly little insects. No, Andromeda's bugs are more of the 'hinder your game progress' and 'make things look screwy' kind. They're not totally game-breaking, but they can certainly be game-damaging at times. On more than one occasion the button prompt for completing a quest objective refused to appear, necessitating a reload of a previous save; my squadmates talked about characters that I hadn't yet recruited and events that hadn't yet happened, and I've been stuck in scenery after exiting the Nomad and had to fast-travel to escape more times than I care to recount. Couple that with glitchy visuals that cause textures and objects to flicker in and out of view (even in cutscenes) and a massively unstable framerate, especially in populated areas such as the Nexus and New Tuchanka, and you have a game that is capable of looking spectacular but frequently just looks ropery.

Its ultimately difficult to come away from Mass Effect: Andromeda without a sense of disappointment. There are flashes of greatness, and the exploration and combat mechanics are some of the series best. But even without the frequent technical issues it's hard to feel very engaged in the storyline or characters. There was a chance to do something bold and different with Andromeda - and in gameplay terms the game almost achieves this - but the by-the-numbers plot just doesn't grab you or give you enough meaningful involvement in the events of the game. **6/10**

# MINI REVIEWS MARCH

**Halo Wars 2** (PC / Xbox One, Out Now)



Much like the first game, Halo Wars 2 is a rock-solid, well crafted RTS that looks great and controls well. There's little new to be excited about, and the story is dull, but it will scratch that strategy itch for a while. **7/10**

**Gravity Rush 2** (PS4, Out Now)



Hot on the gravity-defying heels of the PS4 remaster of the original game, Gravity Rush 2 is very much a case of more of the same - but on this occasion, that's a very good thing. Kat and her feline companion Dusty return to a gorgeous world that's heavy on charm. **8/10**

**Ghost Recon: Wildlands**  
(PC, PS4, Xbox One, Out Now)



Ghost Recon goes open world in Bolivia as the Ghosts take on the Santa Blanca drug cartel. The focus on co-op works for and against the game, as does the uneven tone, but its a solid shooter - just not for everyone. **6/10**

## Rating System

We give games a score out of 10, with 0 being impossibly bad and 10 being practically perfect. Here's what the ratings mean.

**0 = Impossibly bad.** No game should ever be this terrible.

**1 = Awful.** Games that score 1 should be avoided at all costs.

**2 = Really Terrible.** A bad game that might just qualify as so-bad-it's-good.

**3 = Pretty Poor.** It might not be absolutely terrible, but there's not much to like about this game.

**4 = Flawed.** Major problems really detract from the game.

**5 = Mediocre.** Nothing majorly wrong with the game, but nothing to write home about either.

**6 = Not bad!** A decent game that's held back by some issues.

**7 = Good.** A solid example of its genre, though it might not be for everyone.

**8 = Great.** A highly entertaining game with lots to offer, even if its not normally your sort of game.

**9 = Truly excellent.** A spectacular game that everyone should play.

**10 = Practically Perfect.** Games that score a 10/10 might not be completely flawless, but they're pretty damn close. They earn our ELITE badge of honour.

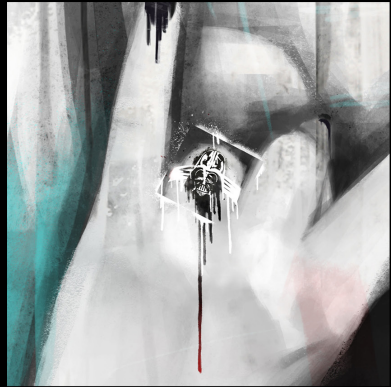


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